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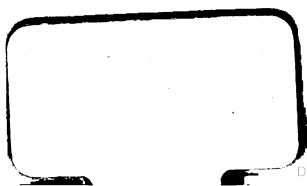
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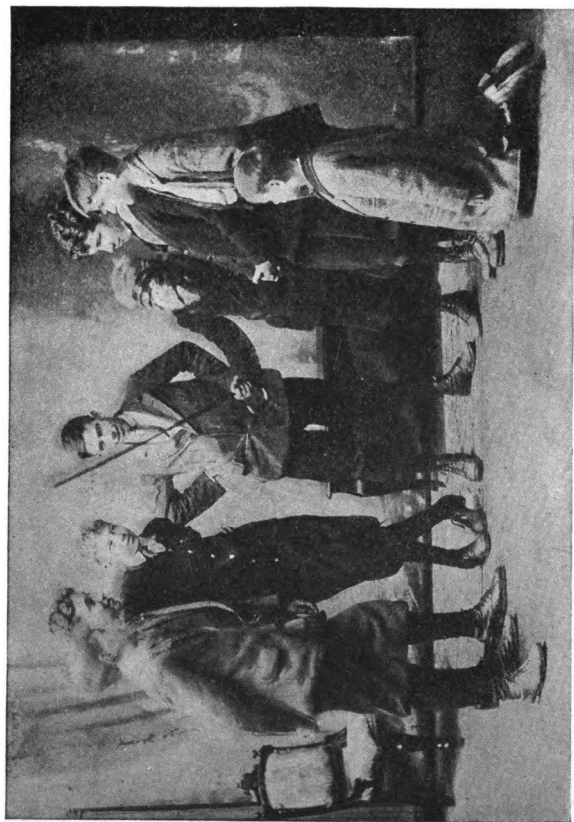


**INDOOR GAMES
AND SOCIALS FOR BOYS**

G. CORNELIUS BAKER

KD 10273





BAG AND STICK

INDOOR GAMES
AND
SOCIALS FOR BOYS

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YOUNG MEN'S CHRISTIAN ASSOCIATION,
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1913



BOYS

THERE are ever so many kinds of boys —
Rollos and Tommys and Fauntleroy's;
Boys that are crude and blunt and rough,
And boys that are made of a finer stuff.
Boys who try, in their blundering way,
A kindly, chivalrous thing to say,
And only succeed in stammering out
Some words whose meaning is left in doubt.
Boys who are awkward, boys who are bold,
Boys who will never do as they are told;
Boys who are bashful and painfully shy,
Who can't be at ease however they try.
Boys who are dull and boys who are bright;
Boys who are always ready to fight;
Boys with ambition and boys without,
Boys who whistle and boys who shout;
Boys who wheedle and boys who tease,
Boys who wear holes in their trouser-knees.
And of them all, which is the best?
Away ahead of all the rest?
'Tis not a matter we need discuss —
He's just the boy who belongs to us!

CAROLYN WELLS, in *Life*.

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CHRISTIAN ASSOCIATIONS

DEDICATED TO THE BOYS

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Introduction

Man by nature is a social being. When God created man he found that it was not good for him to live alone, and so a woman was created to be his companion and helper. God has a social nature. We say, "God is *love*." This being true, can we imagine God or any of His creatures without a social nature? The Son of Man came eating and drinking. He attended receptions, banquets, weddings and dinner parties. He rejoiced with those that rejoiced, and wept with those that wept. He loved his neighbor as himself. Therefore the social nature of Christ's life had a perfect development.

The word "social" comes from the Latin word *socius*, a companion. It is defined as "having a disposition to live in companies, in friendly relations or intercourse with one's fellows" (*Century Dictionary*). "The unit in the human race is the *socius*," says Edwin See, "and society is a group of *socii*, holding relations with one another."

The greatest thing the Aryan race has given to the world is the organization and establishing of the home—the greatest of all social centers. Even here, the boy was neglected for centuries, little thought being given to his social and physical development. If he showed any desire for play

or recreation, he was considered a worthless boy, wasting his time foolishly. The main desire of parents appeared to be to have their sons grow up to be men as soon as possible, so that they might earn their own living. Is it any wonder that the boys ran away from home and got into all kinds of mischief behind the father's back?

The boy is a complete unit or institution in himself, without anything being omitted. He has all the traits and characteristics of our ancient primitive ancestors, as well as those of our own period. He has every kind of instinct and germ that has been known to start anything. Scientists tell us that the boy reproduces, in his development, all the various stages through which the race has lived.

The schools have tried to cram a little knowledge into his head, the churches have tried to make him pious, and recently physical culture has been added, but the social side of his life has not been given much attention. The social element in a boy's life *cannot be neglected*. It is closely entwined with every other part. The need for social intercourse is a demand of the boy's higher nature. He craves companionship, and if this desire be not satisfied in a wholesome place, he seeks elsewhere. His social environment is a great factor in molding his character.

The social instinct of the boy is just being recognized as the great factor it is. The Young Men's Christian Association, which was born of an effort to meet the average young man's un-
satisfactory

plied social needs, continually seeks new ways of supplying those needs. It is now recognized that the old analysis of the boy-nature is incomplete; the social element must be added to the physical, mental and spiritual elements. Indeed, it may be said to dominate the others.

Along with this recognition, the natural grouping of boys has been discovered. We observe that boys instinctively form gangs, athletic teams, clubs and fraternities. By utilizing this tendency we are enabled to suit the forms of play to groups of boys of similar temperament. The recognition of the boy's social nature is of great assistance in all our endeavors to mold his character. I believe this is one of our greatest opportunities as workers among boys, and we should give less attention to the larger groups and concentrate our efforts upon the smaller.

This is an age when the boy is being recognized as the man of the future, and Theodore Roosevelt put the truth aptly when he said that if you are going to do anything permanent for the man, you will have to start when he is a boy. Boys' clubs are being organized in nearly every city; the Associations are erecting separate buildings for their exclusive use; Boy Scouts are seen along every highway, summer camps are numerous, and Sunday-schools are laying special stress upon boys' classes, organizing them upon the basis of all-round development.

To the leaders and teachers of these movements and organizations, this volume should be of especial

value, in the planning of socials and in the entertaining of the small group in the home, club, society, and church. I have felt the need, many times, for an adequate collection of games and socials for the smaller groups of boys, and it was this that prompted me to prepare such a work. The material was first prepared for a thesis at the Association Training School of Springfield, Mass., and it has been thoroughly revised for publication.

In compiling and arranging the games, I have, as far as possible, selected those that would appeal to boys and have at the same time a cultural value. I firmly believe every social gathering should be planned with a definite object in view, and as far as possible there should be an element of education and culture in it. The play method gives a grip upon the boys that cannot be obtained in any other way. I have gathered these games from many sources. In some cases the phraseology has been altered to suit the purpose of this volume.

I wish to acknowledge the valuable suggestions and criticisms offered by Professors H. M. Burr and J. T. Bowne of the Springfield School; the many games and socials contributed by Adelaide Gordon; the aid of various workers among boys; and the use of games from the following publications: *Games for Everybody* — Dodge Publishing Co.; *New Games and Sports* — George Phillips and Sons; *Games for Playground, Home, School and Gymnasium* — Macmillan Co.; *What Shall We Do Now?* — F. A. Stokes Company; *Sports and Pastimes of American Boys* — George Routledge

and Sons; Indoor and Outdoor Gym Games — American Sports Publishing Company; Entertainments for All Seasons — S. H. Moore & Co. Reprinted and enlarged in Entertainments for Every Occasion — Hinds, Noble and Eldredge; Evening Entertainments — William Frost; Parlor Games — Penn Publishing Company; Education by Plays and Games — G. E. Johnson; The Complete Hostess — The Appleton Company; Every Girl's Book — L. Lawford; One Hundred Bright Ideas — A. J. Watt; Home Games and Parties — Doubleday, Page & Company; One Hundred and Fifty Gymnastic Games — G. H. Ellis & Company; American Home Book of Indoor Games — Lothrop, Lee and Shepard; Sports and Pastimes of the English People — Charles Scribner's Sons; The Game Book for Boys and Girls — E. P. Dutton; Games for Family Parties and Children — F. Warne & Co.; Social Evenings, and Social to Save — United Society of Christian Endeavor; Association Boys.



INDOOR GAMES AND SOCIALS FOR BOYS

I. INDOOR GAMES

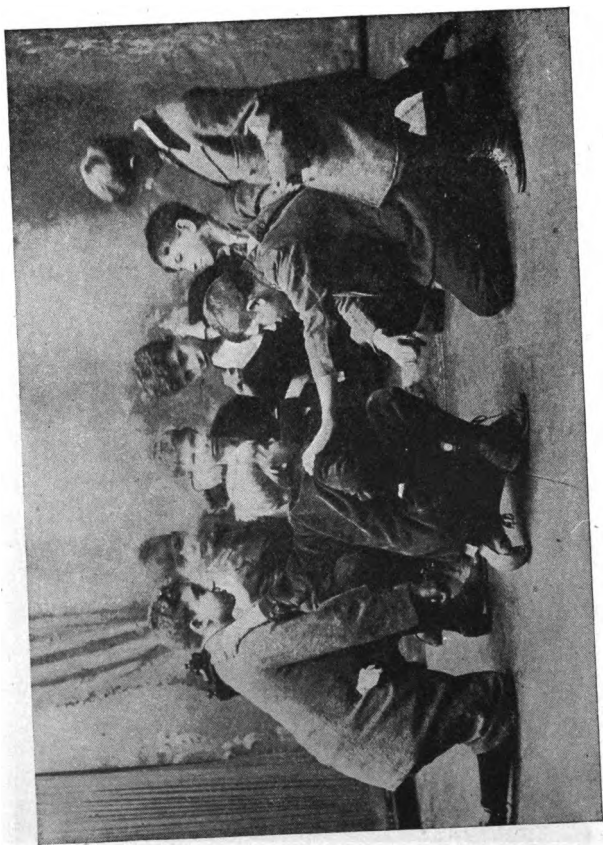
1. Active Group Games

BAG AND STICK

A fair-sized paper bag is filled with candy and hung from a string in the middle of the room. A player is then blindfolded, turned round three times, given a stick, and told he may have one, two or three shots at the bag. If he misses, another one tries, and so on; but if he hits it, the bag breaks, the candy covers the floor, and the party scramble for it. [10]

BLIND MAN'S WAND

The boy who is blindfolded is placed in the middle of the room, and a wand, light cane, or similar implement, is given him. The boys form a circle, hand-in-hand, and dance around him, singing any popular chorus. When the chorus is finished all stand still. Then the blinded boy holds out his wand at hazard, the boy to whom it is pointed being obliged to take hold of it by the end presented to him. The blinded boy utters three cries, or sounds, which the holder of the wand is



CHASE THE RABBIT

obliged to imitate. If the latter fails to disguise his voice, so that he is detected, the blinded player calls out his name and changes places with him.

[26]

CATERPILLAR •

A circle of chairs is made, and all the players but one sit down. This player stands in the middle, and his chair is left empty. The game consists in his efforts to sit down in the empty chair, while the others are trying to stop him by continually moving around, so that the empty chair may this moment be on one side of the ring and the next on the other.

[10]

CHASE THE RABBIT

All the boys kneel on the floor in a ring, the hands of each resting on his neighbor's shoulders. One is chosen to be the "rabbit" and runs around outside the ring, touching one of the players, who is to chase him to his "hole." The minute the player is touched he must run to the left, while the rabbit goes to the right; he must tag the rabbit when they pass each other and try to get back to the "hole" again. If he fails, he becomes the "rabbit" and the game goes on as before.

[1]

CUSHION DANCE

In the middle of the floor, in the most unstable position, is placed a hassock, round which the

players form a ring, composed of two semi-circles — the two sides — with ends joined. The adversaries, facing each other, hand in hand, begin by dancing round the hassock a few times; then suddenly one side tries to pull the other forward, so as to force one of their number to touch the hassock and to upset it. At last, in spite of the utmost dexterity, down goes the hassock or cushion, whichever it may be.

The side scoring the greatest number of points on the other wins.

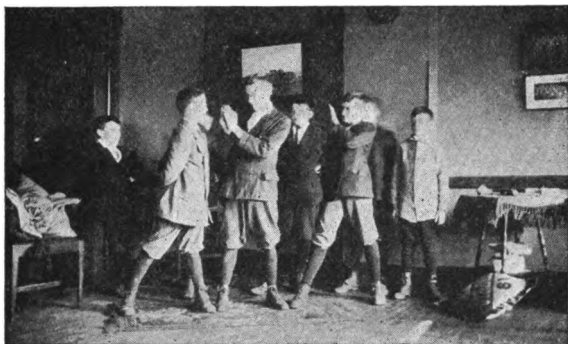
FROG IN THE MIDDLE

A player selected by lot sits on the carpet, while the others form a circle round him, taking him unawares every time he turns his back, pulling his clothing and hair, punching him, buffeting him. When he succeeds in catching one of them, the captive must change places with him. As the players dance and caper round the frog, they cry, "Frog in the middle, catch him who can." [19]

HIT OR MISS

Three players for this game. Arrange about six groups of three's if the crowd is large. The middle man in each group spreads his legs apart, till his feet touch those of the other two. Each outsider holds his left hand, with palm out, up to his face; his right hand is behind him.

The middle boy makes any kind of noise, shouting at each outsider alternately. He strikes one of the upheld palms and then moves away quickly.



HIT OR MISS

The one who is hit tries to hit the middle man with his left hand before he ducks away. If he fails to do so, he takes his place in the middle.

— *James Summers.*

HOT HAND OR HOT COCKLES

One player stoops over and covers his eyes with his hands. The rest of the group gather around and one hits him a slap with open hand. The object of the game is for the boy who is down to guess who struck him. If he guesses right, that boy takes his place.



HOT HAND

"At Hot Hand once I did stoop down,
And felt the weighty hand of many a clown;
My roommate gave a gentle tap, and I
Quick rose and read the mischief in his eye."

HUNTSMAN

This game is one of the liveliest winter evening's pastimes that can be imagined. It may be played by any number of persons above four. One of the players is styled the "Huntsman" and the others must be called after different parts of the dress or accoutrements of the sportsman. Thus, the coat, hat, shot, shot-belt, powder, dog, gun, and everything belonging to a huntsman, has its representative. As many chairs as there are players, not counting the huntsman, should now be arranged

in two rows, back to back, and all players must seat themselves. The huntsman walks round the sitters, calling out the assumed names of one of them — for instance, "Gun." That player immediately gets up, and takes hold of the coat-skirts of the huntsman, who continues his walk, and calls out the others one by one. Each must take hold of the skirt of the player before him, and when they are all summoned, the huntsman sets off running round the chairs as fast as he can, the other players holding on and running after him. When he has run round two or three times, he shouts, "Bang," and immediately sits down on one of the chairs, leaving his followers to scramble to the other seats as best they can. Of course one will be left standing, there being one chair less than the number of players; the player so left must pay a forfeit. The huntsman is not changed throughout the game unless he gets tired of his post. [19]

JACOB AND RACHEL

All the boys but two form a circle with hands clasped. The two odd players being placed in the center, one of them, Jacob, is blindfolded. Rachel runs around on tiptoe, now and then calling to Jacob and darting off noiselessly. The object of the game is for Jacob to catch the other player by the sound of his voice. When Rachel is caught, Jacob returns to the ring, Rachel is blindfolded, and another Jacob is chosen.

JAPANESE TAG

The one who has been tagged must place his right hand on the spot where he has been touched, whether it is on his arm, his chest, his back, or his ankle, and in the position that results he must chase the other players until he has tagged one of them. [5]

MUSICAL CHAIRS

This game must be played in a room where there is a piano. Arrange some chairs, back to back, in the center of the room, allowing one chair less than the number of boys. Some one begins to play a tune, and at once the boys start to walk or run around the chairs, to the sound of the music.

When the music stops, each boy must try to find a seat, and as there is one chair short, some one fails to do so, and is called "out." When the others rise, he carries a chair away with him, and the game goes on again until there is only one player left in, with no chair to sit upon. This boy has won the game. [2]

SCULPTOR

One of the players is called the sculptor. While he is looking at the others, they dare not move and are to remain in a fixed position like a statue. The sculptor turns his head and counts up to

seven. During the count the players may move; but when the sculptor turns around, if any one is moving he is sent back to the starting point, which is at one end of the room. The object is to get to the other end without being caught by the sculptor.

— *Van Velsor.*

SPORTSMAN

The players assume names of various sorts of game — quail, bear, deer, fox, etc., one being left to represent the sportsman. All are seated in a circle, to hear the sportsman tell the story of his hunt. When he describes the killing of a certain animal, that player gets up and seats himself on the floor at the sportsman's feet. This continues until all are out of the chairs and then the sportsman says, "To your den." Every boy tries to get a chair. The one who fails is the sportsman; he tells another story.

STAGE COACH

Each boy chooses the name of some article connected with a stage coach; wheels, horses, whip, bridle, etc., may be chosen. These the leader jots down on a piece of paper and then begins to tell a thrilling story. "The stage coach left the old Stag Inn, amidst the thundering of the *horses'* hoofs and the cracking of the driver's *whip*." Some boys will probably have chosen to be the horses,

another the whip, and as their names are mentioned they must rise, twirl round and sit down again. The narrator continues, "For some miles all went well, then a *bridle* gave way and the driver put down the *reins*, jumped from his seat and ran to the *horses'* heads. It was found necessary to take the horses —" etc. As each boy's name is mentioned he must rise and twirl round; but when the stage coach is mentioned every one must rise and change seats, when the narrator, who has been standing, tries to secure one. If he succeeds, the boy left out becomes narrator. The great point is for the narrator to tell such a thrilling story that the boys forget to acknowledge the mention of their names, upon which failure they must pay a forfeit. [2]

STILL POND! NO MORE MOVING!

One player, who is blindfolded, is placed in the middle and all the other players touch him. He counts out loud, as rapidly as possible, up to ten, during which time the players rush as far away from him as they can get. As soon as he reaches ten he cries out, "Still Pond! no more moving!" and the players must stand perfectly still.

He then says, "You may have three steps," or any number beyond three which he wishes to give. The players save these steps until he comes dangerously near them and then use them to the best possible advantage to escape. It is not a step

if one foot remains in the same place. After a player is caught and identified by the one who is "it," he in turn is blindfolded. [10]

TWIRL THE TRENCHER

This is a game in which almost any number of boys can take part. The players seat themselves in a circle, and each takes the name of some town or flower or whatever has been previously agreed upon. One of the party stands in the middle of the circle, with a small wooden trencher or waiter, places it upon its edge and spins it, calling out as he does so the name which one of the players has taken. The person named must jump up and seize the trencher before it ceases spinning, but if he is not very quick the trencher will fall to the ground, and he must pay a forfeit. It is then his turn to twirl the trencher. [2]

UNITED STATES MAIL

This requires a large room with little furniture in it except chairs, which are ranged around the wall at equal distances from each other. A postmaster is chosen by the company. Each player is given the name of a city, which he records on a letter. When the postmaster calls, "The post is going from Chicago to Boston," the boys bearing these names quickly change seats, while the one who has been blindfolded seeks to secure one of the

vacant seats. If he is successful, the player whose chair he occupies takes his place. Now and then, "General Post" is called, when all change seats. The scrimmage which follows provokes no end of fun. [21]

WHIP TAG

Form a circle, all but one facing the center and holding hands behind the back. The odd man carries the "beetle" (a knotted towel or a slender bag stuffed with cotton batting to represent a policeman's club). He runs around the outside of the circle and finally slips his beetle into one of the shut hands. The boy receiving the beetle quickly turns on his right-hand neighbor and, with a series of blows, chases him around the circle and back to his place. If the neighbor can run faster than the holder of the beetle, he will escape many blows.

The holder of the beetle now takes the place of the last leader. [17]

WOLF AND SHEEPFOLD

All the players, except two, join hands, as though for a "ronde," thus forming the Sheepfold, in the center of which they place the Lamb, whom it is their great aim to protect. The Wolf remains outside the circle and endeavors, by throwing himself on his companions' joined hands, to break the enclosure. If he succeeds in forcing an

entrance, the Sheepfold must rapidly open on the opposite side to allow the Lamb to escape, and immediately close again, so as to imprison the Wolf and prevent him from pursuing his prey. If the Wolf succeeds in getting free, they again admit the Lamb and the game goes on in the same manner until the capture is made. [9]



POTATO JOUST

2. Competitive Games

(1) One Boy at a Time

APPLE SNAPPING

The boy having been blindfolded, an apple is hung from a string in the middle of the room, about the height of his head. His hands are then tied, or he holds them strictly behind him, and in this position he has to bite the apple. This game may be played without blindfolding; but in that case it requires two players with their hands fixed behind them, each trying to bite the apple. [10]

BEAN GRAB

Provide a large dish of beans, and let each in turn grab a handful, count them, and return to the dish.

The one getting the greatest number wins.

BLOWING THE CANDLE

Place a lighted candle on a table at the end of a room. Invite some boy to stand in front of it, then blindfold him, make him take three steps backwards, turn round three times, and then ad-

vance three steps and blow out the candle. If he fails, he must pay a forfeit. It will be found that very few put out the light, simple though the test appears to be. [2]

DONKEY'S TAIL

A good-sized donkey without a tail is cut out of brown paper and fixed on a screen or on a sheet hung across the room. The tail is cut out separately and a hat-pin is put through that end of it which comes nearest the body. Each player in turn then holds the tail by the pin, shuts his eyes honestly, and, advancing to the donkey, pins the tail in what he believes to be the right place; the fun lies in his mistake. [10]

FLOWER PETAL GUESS

Obtain a daisy, rose or some other flower with plenty of petals and let the boys guess their number. They may also guess the number of seeds in an apple or orange.

LONE FISHERMAN

This is a variation of the old donkey party. A square of muslin, upon which is drawn or pasted a fisherman with rod in hand, has been stretched at one side of the room. A fish, made of crepe paper and stuck through the gills with a pin, is

given to each boy. One by one, the boys are blindfolded and bidden to attach the fish to the hook dangling from the fisherman's rod. The one who places it on or nearest the hook receives an appropriate prize. [21]

SNAP THE CORK

Hold out a bottle with the cork placed lightly on top (not stuck in tight). The boys are lined up ten paces away. With extended arm, each boy in turn walks fast towards the bottle and, as he goes past, tries to snap the cork off with his finger.

TO FIT

Cut a small square opening in a pasteboard, which is placed prominently at the end of the room farthest from the boys. Distribute corks of different sizes and sharp knives. Explain that the task is to cut the corks, without any guide but the eye, so that they will fit the square opening. The one whose cork fits the best should receive honorable mention. [15]

TOSSING THE RINGS

Fasten securely a stick two feet long and an inch or more in diameter to the center of a block of wood or piece of board, so that the block forms a substantial base for the stick, which should be slightly tapered at its upper end. Make out of

wire six hoops or rings, three of them nine inches in diameter, two of them seven inches, and one five inches. They should be heavy enough to toss easily, of quarter-inch wire, or heavier. Wind these with cloth torn into strips, fastening the ends with needle and thread. Use three colors of the cloth, the rings of each size being the same color. Red, white and blue make a pretty combination, red being for the largest size, white for the next and blue for the smallest one. Now set the standard at some distance from the players and the game begins. One player takes all the rings and tosses them one at a time over the upright stick. For each of the large rings which he succeeds in getting upon the standard, he counts ten; for each of the next size, fifteen; and for the smallest one, twenty-five. Any number agreed upon may be called a game, and the player first obtaining that number of counts wins. After one player has thrown all the rings, another player takes them, tossing them in the same way. Any number of players may take part in the game. After one round the first one tosses again, and so on until the game is out. For small boys, five or six feet is far enough to toss the rings, but larger ones may increase the distance. [25]

WALKING SPANISH

Each player in turn goes to the end of the room, takes a cane or umbrella, puts his head down on

the handle, closes his eyes, and, stooping over thus, whirls rapidly about six times, not moving the point of the cane from its original position. Then instantly he straightens up and tries to walk



WALKING SPANISH

steadily the length of the room along a string laid down, or line marked. The one who steps nearest to the line all the time is the winner.

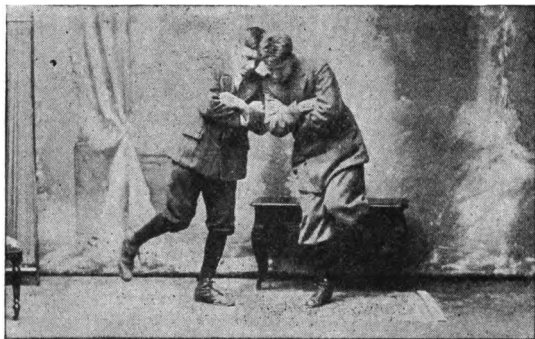
[10]

(2) Two Boys at a Time

BEAR FIGHT

(See next page)

A circle about ten feet in diameter is drawn upon the floor. The two bears, or contestants, step into the ring, fold their arms, and at a given signal hop towards each other on one leg. The object is for one to push the other out of the circle. The butting is done with the shoulders and upper arm.



BEAR FIGHT

BLINDFOLD BOXING MATCH

Two men are blindfolded; a book is laid on the mat; both men get on their knees, laying their left hands on the book. Each man has a coach and is permitted to strike when the coach says "Hit." [28]

BLIND FEEDING THE BLIND

This is boisterous and rather messy, but it is popular. Two players are blindfolded and seated on the floor together. A dessert-spoonful of sugar is given to each and they are told to feed each other. It is well to put a sheet on the floor, and to tie a towel or apron round the necks of the players. [10]

CANDLE LIGHTERS

Two boys stand face to face, each with a candle, one of which is lighted and the other not. Kneeling on the right knee only, and keeping the left leg entirely off the ground, they have to make one candle light the other. They should kneel on a rubber blanket or some other covering that will keep the grease off the floor. [10]



COCK FIGHTING

Although only two boys can play at one time, they will keep the rest of the company in roars of laughter. The two who are to represent the "cocks" having been chosen, both are seated upon the floor. Each boy has his wrists tied together with a handkerchief, his legs being secured

just above the ankles in like manner; his arms are then passed over his knees, and a broom-stick is pushed over one arm, under both knees, and out again on the other side over the other arm. The cocks are now considered ready for fighting. They are carried into the center of the room and placed opposite each other with their toes just touching. The fun begins. Each cock tries with the aid of his toes to turn his opponent over on his back or side. The one who can succeed in doing this first wins the game. It often happens that both cocks turn over at the same time, when the fight begins over again. [2]

CONTEST WITH STICK

1. Two boys sit, face to face, on the floor, with feet together. Their hands are clasped around an upright stick. Each tries by pressure of hand and foot to overthrow the other.

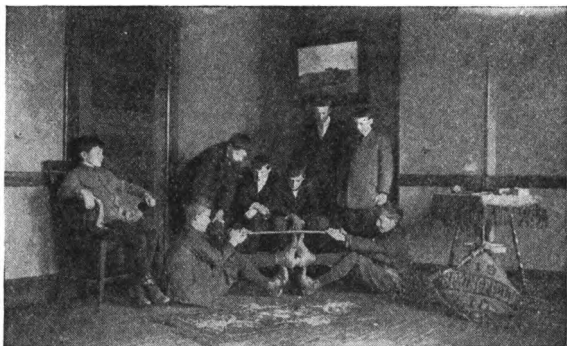
2. Each grasps one end of the stick and tries to break the other's hold. [22]

CRACKER CONTEST

Each contestant places the corner of a large soda cracker in his mouth; he must eat the cracker without touching it with his hands. [17]

DEER STALKING

This is a game in which only two players take part, but it is exciting to watch. Both "deer" and "stalker" are blindfolded. They are then placed



CONTEST WITH STICK

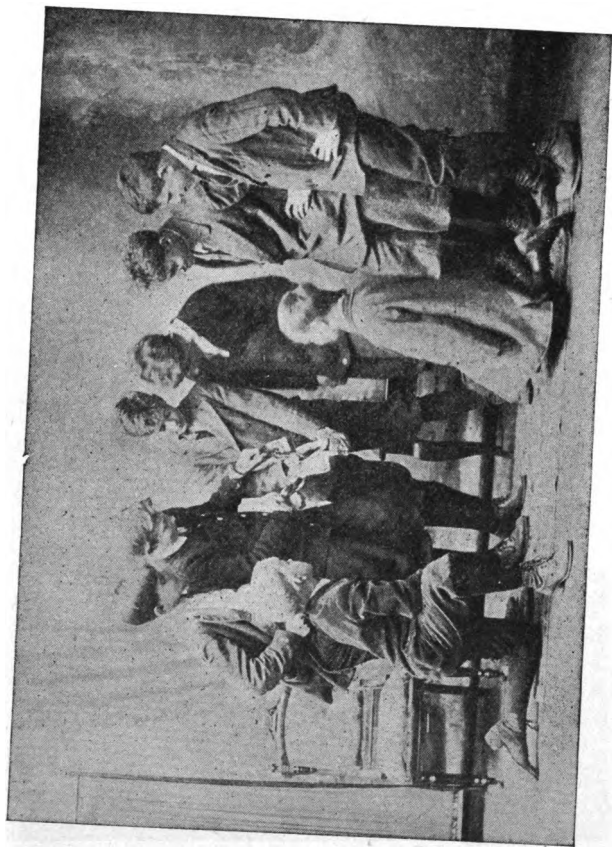
at opposite ends of a large table and, at a given moment, begin to move round it.

The stalker's business is, of course, to catch the deer, and the deer's to avoid it; but neither may run out of the room. Absolute silence should be kept by audience and players; and if felt slippers can be worn by the deer and the stalker, so much the better.

[10]

DOG FIGHT

Two players place themselves on their hands and knees, facing each other, about three feet



HANDKERCHIEF TUSSLE

apart. Put over the heads a band of leather or canvas, or of anything that will not hurt the heads, which must be kept up and back. At the word "Go!" the players pull against each other until one of them is pulled off the mat, or his head pulled forward, thereby releasing the strap. The other is the victor. [20]

FOOT-PUSHING CONTEST

One boy sits in a seat without a back, holds up one of his feet against the foot of another boy, who, standing upon one leg, endeavors to thrust him backward. [22]

HANDKERCHIEF TUSSLE

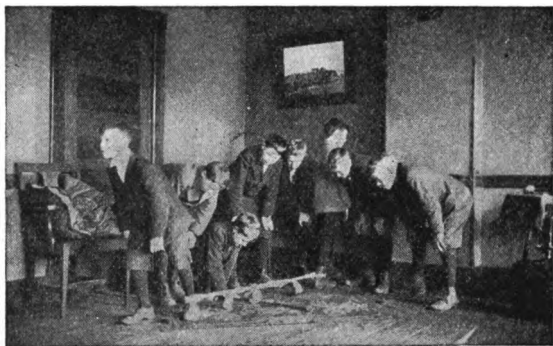
This is a contest for two boys. Take two large handkerchiefs and tie the two left wrists together with the ends of one handkerchief, the two right wrists with the other. One boy slips one tied hand over and under the other boy's handkerchief. At a given signal they try to get away from each other. The boy getting a hand away first wins.

HAND WRESTLING

Two players face each other, feet planted firmly, full stride position, left and right hands grasped. Each tries to displace the other. One foot moved displaces a player. [20]

LEG WRESTLE

Lie down on the back, side by side, the feet of each boy being beside the other boy's head. At the word "Go!" each brings the leg nearest his opponent at right angles with his body and then lowers it.



ONE-LEG TUG OF WAR

This may be done twice or three times, but the last time the leg is raised each tries to catch his opponent's leg and to roll him over, which is a defeat. [17]

ONE-LEG TUG OF WAR

Obtain a rope about fifteen feet in length, with a padded loop at each end. One foot of each competitor should be inserted in a loop, their backs

turned towards each other, the center of the rope placed over the winning line, and the signal given. Whoever pulls the other over the line is the victor; the act of lying down, also, is an acknowledgment of defeat. [27]

PAPER DUEL

Two boys are placed back to back with balls made of soft paper in their hands. Two other boys are their seconds to pick up the balls. They walk away from each other about seven or eight paces, turn around, and throw their balls at each other till one is hit. The seconds pick up the balls whenever they fall and return them to the duelists. [14]

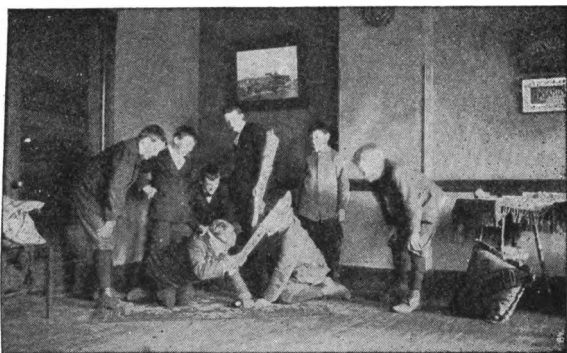
POTATO JOUST

The boys are armed with forks, jabbed into potatoes; each boy stands on one leg, holding up the other with his hand. The battle is decided by one of the warriors knocking the potato from his opponent's fork. Toppling over three times is also counted as defeat. If one of the knights is obliged to let go of his foot in order to keep his balance, it is counted as a fall. Every time the battle is interrupted in this way, either of the contestants is at liberty to change the foot he is resting upon. If one of the warriors falls against the other and upsets him, it is counted against the one who is responsible for the tumble. [32]

(For illustration see page 14)

SHOE AND COAT RACE

The coats are placed at opposite ends of the room. The boys start with their shoes on (laces out). A line is drawn in the middle of the room; here the contestants sit down and pull off their shoes, then run to the coats and put them on. On the return trip they put their shoes on. The boy who arrives at the starting-point with coat and shoes on is winner.



SWORD DUEL

Place paper swords (made out of rolled newspaper) in the right hands of two blindfolded boys. Make them kneel on the floor and grasp the same hammer with their left hands. At a given signal they are to begin fencing with the paper swords,

each keeping his left hand on the hammer. The one who touches the other on the breast most often in a given time wins. A piece of white cloth may be pinned to the breast as a mark to aim at.

(3) Entire Group Divided

BEAN BAG CONTEST

Prepare an even number of bean bags of moderate size, half of one color and half of another. Appoint leaders to choose the boys for their respective sides. There should be an even number on each side. The opponents face each other, with the leader at the head, having all the bags of one color at his side.

The bags are to be passed

1st, with right hand

2d, with left hand

3d, with both hands

4th, with right hand over left shoulder

5th, with left hand over left shoulder

Play a trial game before the contest.

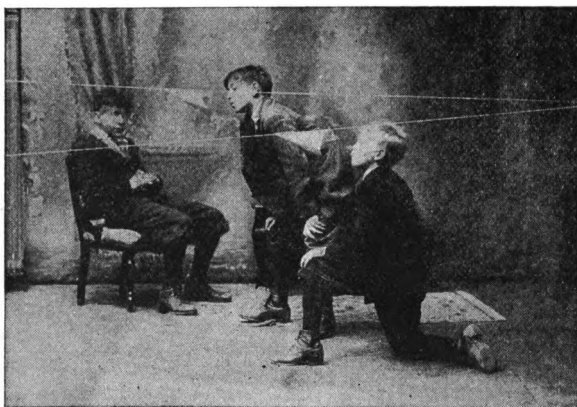
At a given signal, the leaders begin and pass the bags as rapidly as possible down the line, observing all the directions. The last one places them on a chair, until all have been passed, and then he sends them back, observing the same rules, until all have reached the leader.

The side that passes them back to the leader first, and does so successfully, is the winning side.

[1]

BLOW RACE

Stretch two wires or strong strings, running through paper cones, across the entire width of the room, parallel to each other and some distance



BLOW RACE

apart. Divide the group of boys into teams. The object is to blow the cones from one end of the string to the other. The team that accomplishes the feat first wins.

— C. E. V. Nathanielsz.

CIRCLE BALL

The players, arranged in a large circle, keep a lawn tennis ball flying back and forth, aiming at one in the center. The boy in the center tries to remain in as long as possible without being hit. If he catches the ball in his hands, it does not count as a hit. Whoever hits him with the ball takes his place. The player who remains "in" longest wins. [32]

END-TO-END BEAN BAG

The players, divided into two sections, and standing close together, form in each section two parallel lines, A and B, five feet or more apart. At a given signal the first player in line A runs halfway across to the first player in line B, and tosses him the bag; line A moves up to fill the space vacated by the first player.

Meanwhile the bag is passed along line B until it reaches the last player, who runs with it halfway across to the last player in line A, tosses the bag to him and takes the place beside him. The bag then passes up line A, while line B moves down to fill the place left vacant by the last player.

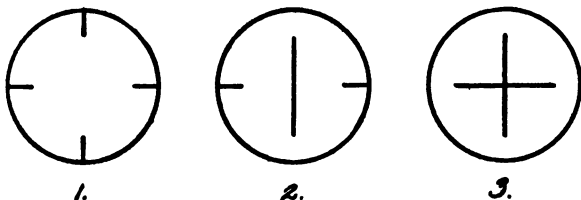
Finally, the first player of line A steps into the vacant place in line B and so becomes the first player in that line. The game is then repeated as before and continues until the player who started

at the head of line A has moved down line B and back up line A to his original position. The section which accomplishes this first wins the game.

[28]

FAN-BALL

Two balls are required, one of red paper and one of blue, each being made of three flat intersecting pieces of paper.



FAN BALL

Diameter, 3½ inches.

Put 1 in 2, etc.

A goal is made at each end of room; sides are chosen. Each side has a fan and one ball. Two players at a time contest, one from each side. Each player stands in front of his goal, his paper ball before him. At a word from the umpire, each fans his ball in the direction of his opponent's goal. The balls must go through the chain in the center of the room, and the player who first sends his ball through his opponent's goal is winner. All take a turn. The one who wins the greatest number of games is champion.

FEATHER-BLOWING CONTEST

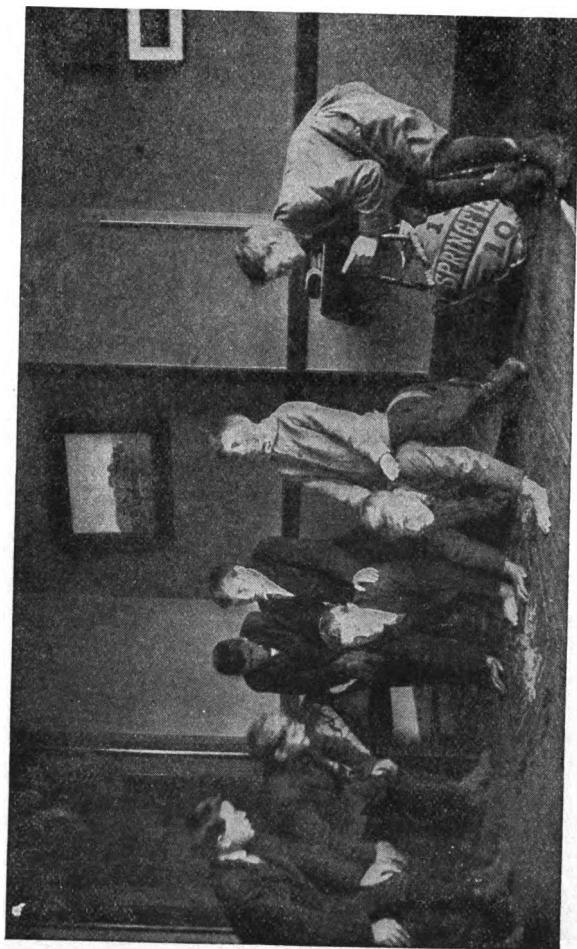
The players sit round a table and form sides, one half against the other, and a little fluffy feather is placed in the middle.

The aim of each side is to blow the feather so that it settles in the other camp, and to keep it from settling in their own.

The same game can be played with a marble on a table from which the table-cloth has been removed. In this case all sink their faces to the level of the table. [10]

HANDS UP OR JENKINS UP

In this game the company must divide, one half taking seats on one side of the table, and the other half on the other side; the players on one side being called the "guessers" and those on the other side the "hidors." A quarter or any small coin is produced, and the hidors must pass it from hand to hand, under the table, so that those sitting opposite may not know who holds it. When it is hidden, one of the guessers cries out: "Hands up!" Immediately the hidors must raise their closed hands and slap them palms down on the table; the guessers have then to find out which hand holds the coin. This they do by pointing to one hand after another, and the hand so designated must be raised. If the coin is found under any hand except the last, the guessers win and



HORSEMEN

the coin is passed to them. If, however, the coin is left in the last hand remaining on the table, the hiders keep it for another game. The side keeping the coin the longest wins.

HOT AIR

The contestants are placed on opposite sides of a sheet, which is held on a level with their mouths. Each tries to blow a toy balloon over his opponent's head. [28]

HORSEMEN

This is a rough-and-tumble game for the boys, and must be played either outdoors or in a large bare room. Sides are chosen, the big boys taking the small boys on their backs, carrying them "pick-a-back." The one carrying the boy is called the horse and the other the rider.

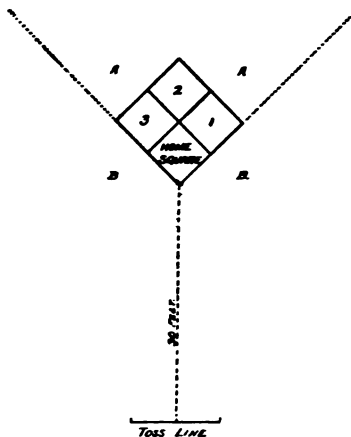
At a given signal the sides rush toward each other, the horses trying to knock down the opposing horses, and the riders trying to unhorse each other.

The game continues until a single horse and rider remain, and the side to which they belong wins the game. [1]

INDOOR BASEBALL FOR PARLOR

Divide the crowd into two groups, nine or more on a side. Chalk on the floor a figure like the drawing. Batter stands on toss line and tosses a silver

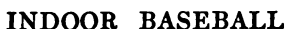
dollar, washer or anything round and flat, toward the figure. Each boy has three throws, which are called strikes, as in baseball. If the dollar lights in the Home Square, it is a home run. Square one,



INDOOR BASEBALL FOR PARLOR

first base; square two, second base; square three, third base. Territory A, out; territory B, strike. Each man is advanced after the one ahead of him has played. After three outs, the other side bats. Nine innings constitute a game. The rules are the same as in outdoor baseball.

— *Suggested by C. E. Fleming.*



Board for main part.....	10c
Can of green paint.....	10c
Two boards to elevate main part from ground	5c
Total	25c

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	R.	H.	S.B.
Daniels	90	191	70

This way you can tell the best pitcher by his games won, lost and strike-outs and bases on balls; the best catcher by the stolen bases he allows, the best batter by the hits he makes, and the best base runner by the runs he scores and bases he steals. At the end of the season the winner in the National League plays the American League winner.

Use marbles for the balls. In pitching, first place your hand, back down, in the pitcher's box, holding the marble between the second and third fingers; now raise the hand so that only the finger nails touch the wood, then let the ball roll off. If this is done correctly, the ball will roll up the path to the home plate. Then the person at bat hits it. Place the wrist on the board, a little behind home plate, then hit the ball with either the first or second finger. By experimenting you will know how hard to hit it.

If the ball does not go over a portion of the plate, and is not struck at, it is called a ball. Otherwise, it counts a strike. If the ball rolls off the board above first and third without going into a hole, it is a foul ball and counts as a strike, except on the third strike. If the ball rolls off the board below first base and third base and does not go into a hole, it counts as a strike also. A staff of umpires should be chosen to render these decisions.

When the ball is thrown, the batter hits it and sometimes it goes into a hole. The holes count thus: 3B counts as a three-base hit, 2B a two-base hit, 1B a one-base hit. SB counts as a stolen base; if a man is on base, he steals; one in advance always steals the base. If no man is on base, it counts as a base on balls.

— *New York Herald.*

JENKINS' FOOTBALL

Nearly all are familiar with the game Jenkins Up, in which the company, in two camps, seated on opposite sides of a table, strive to find a coin which has first been passed from hand to hand under the table and then, at the command of the opposite leader, is slapped upon the table during a simultaneous descent of hands.

In Jenkins' Football, the two camps stand facing each other, arranged close together in the relative positions of football; at the call of the umpire, who stands between, the side having the coin takes it hurriedly from the hands of the center rush and conceals it in another's hand. At a second call, all hands are to be instantly raised, clenched, and the other side guesses where the coin is.

The umpire may allow ten seconds at first, and later five, for concealing it. The two halves of the game may be five minutes each. The penny changes sides, if a right guess is made. Each

right guess is a touchdown for the side that guesses. Each time a penny is dropped, it is a goal for the other side. [16]

LAWYER

Players sit in rows. The lawyer asks questions of each, which must be answered correctly, not by the player addressed, but by the one opposite. The pronoun I must not be used in the answer. [13]

LEAP FROG RACE

Form the boys into two circles; they stoop over as for leap frog. One boy in each circle starts leaping over all the backs in his circle, coming back to his old position. The one behind him starts round in the same way. Several players may be leaping at the same time, providing they keep the regular order. The circle getting back to its original position first wins the game. [17]

LOCATION

Two leaders choose sides. One begins by calling the name of some town or city, and then counts ten. While he is counting, the leader on the other side must tell where the place is. If he fails to answer before ten is counted, he must drop out, and the next man takes his place. If he answers correctly, he may ask a question of the

other leader. Each man on each side takes his turn in order at question and answer. The side that stands up the longest wins.

MARBLE CONTEST

Cut five holes of different sizes in the lid of a pasteboard box. Number the largest hole 5; the next, 10; the next, 20; the next, 50; and the smallest, 100. Place the box on the floor, and give each boy an equal number of marbles. The object of the game is to see which boy can make the highest record in dropping the marbles into the box through the holes. Each player in turn stands over the box, holds his arm out straight, even with the shoulder, and drops the marbles, one by one, into the box. If one goes through the largest hole, it counts 5; if through the smallest, 100; and so on, count being kept for each player. The one scoring the greatest number of points is the winner. [1]

NUT RACE

Choose sides. Place a pile of mixed nuts on the floor, and an empty bowl about three feet from it, at each end of the room — a bowl and pile beside each line of players. When the signal is given, each captain takes as many nuts on the back of his left hand as he can gather without the aid of his right hand, and carries them to the empty bowl at the opposite side of the room. The players follow

the captain in turn, continuing until the pile is gone and the bowl is full. The side which succeeds in filling its opponents' bowl first is victorious. [1]

PARLOR BALL

The company is divided into two sides, separated by a line of white tape on the floor. A toy balloon is kept in the air by the open hands of the players. If it falls on the floor, it counts one for the side which has put it there. Football may be played on an uncarpeted floor with balloons or "Pillow Dex" bladders. To strike with anything but the open hand is a foul, as it is almost sure to burst the skins. [16]

PARLOR FOOTBALL

In this game goals are set up at each end of the room, the players are provided with fans, and the football is a blown hen's egg, which is fanned backward and forward along the floor. [10]

PASSING CLOTHESPINS

Two sides having been chosen, they line up facing each other, the leaders at the ends. At the head of each line is placed a basket containing twelve clothespins. Each player is instructed to hold his neighbor's right wrist with his left hand,

thus leaving one hand (right) free. The leaders begin by passing the clothespins, one at a time, down the line, the players being careful not to drop them. When one reaches the end of the line, the last player places it on the floor beside him until the twelve pins have been passed, when he starts them back up the line toward the leader. The side which succeeds in passing all the clothespins back to the leader first is the victorious side.

It is best to have a trial game first, so that the players may get used to passing the pins rapidly with one hand. If a clothespin is dropped, the player who dropped it must pick it up and pass it on. The rest must wait until it has started on before passing any of the others. [1]

PEANUT RELAY RACE

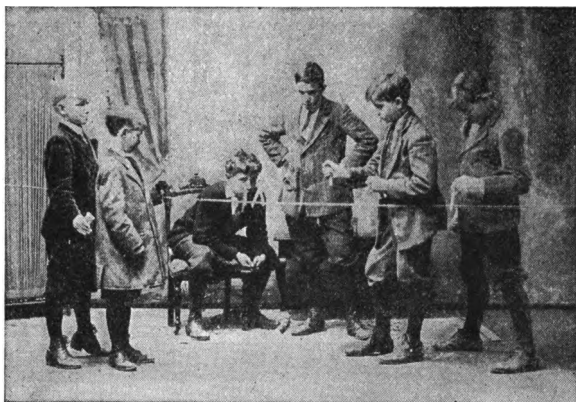
Boys are lined up in two columns, as in the ordinary relay race. For each column two chairs are placed a convenient distance apart, facing one another, with a knife and a bowl half full of peanuts on one, and an empty bowl on the other.

At the word of command, the first boy on each side takes the knife, picks up a peanut with it, and carries the peanut on the knife to the farther bowl. Upon his return, the second boy does the same, and so on.

The second boy cannot leave until the first has

deposited his peanut in the empty bowl, and has returned with the knife. A peanut dropped must be picked up with the knife. Fingers must not be used either in putting the peanut on the knife or in holding it there. The side which first makes the round wins. [16]

— *Suggested by M. C. Otto*



PEG-PLACING RACE

Stretch a rope across the entire length of the room. Divide the company in two even groups, which take opposite sides of the rope. Give each boy a clothespin. At a given signal one from each side goes to the center of the rope and tries to place his pin there, using only one hand. This

accomplished, he returns and the next tries, and so on. The side getting the pins on the rope first wins.

— *James Summers*

PEG RACE

Divide the company into two groups and seat them in parallel straight lines. Supply each side with six pegs or clothespins. At a given signal the pegs are passed along until the end of the line is reached. The side passing the pegs to the end most quickly, with all the heads up straight as when started, wins the game.

PITCH BASKET

Select a number of small fruit baskets, all the same size, and have a box of checkers handy. Suppose you have five baskets; on the bottom of one mark 20; on another, 15; on two, 5; and on the last, 0. Place the baskets in a row on the floor, so their numbers cannot be seen.

Choose sides, giving the red checkers to the leader of one side and the black checkers to the leader of the other. One side lines up about ten feet away from the baskets, the leader giving each player a checker; if there are any left, he keeps them and has the privilege of throwing them. Each one in turn throws his checker into any basket he may choose.

When all have played, the leader turns up each

basket to see its number, and counts the number of checkers thrown into it. If there are two in the 20 basket that side scores 40, etc. The players on the other side line up and play, the order of the baskets having been changed by some one not of that side, so that none of those about to take part knows which is which. After each round, the score is added up. The game continues until a certain number, 300 or 500, has been reached. The side scoring that number first is victorious. [1]

PROVERB CONTEST

This may be conducted orally like a spelling-bee, or it may be a written game. If it is oral, limit each one to a half-minute after the first word is named. The teacher speaks the first word of a well-known proverb; the pupil called upon finishes it. If he is unable to do so in the time limit, it is passed to the next one and so on down the line until some one or no one finishes it.

If the proverb begins with "a," "an," or "the" or any short word, two or more words should be given to start the pupil off. To help make out a list, a few proverbs are given here.

1. A stitch in time saves nine.
2. All is not gold that glitters.
3. Honesty is the best policy.
4. A friend in need is a friend indeed.
5. A word to the wise is sufficient.
6. Half a loaf is better than no bread.

7. When angry, count ten before you speak; if very angry, count a hundred.
8. A bird in the hand is worth two in the bush.
9. A penny saved is a penny earned.
10. Procrastination is the thief of time.
11. Make hay while the sun shines.
12. Never put off until tomorrow what you can do today.
13. Every cloud has a silver lining.
14. Appearances are often deceiving.
15. Blessings brighten as they take their flight.
16. Never count your chickens before they are hatched.
17. A little nonsense, now and then,
Is relished by the wisest men.
18. No news is good news.
19. Look before you leap.
20. Out of sight, out of mind.
21. Laugh and grow fat.
22. He that is down need fear no fall.
23. The more haste, the less speed.

RED AND BLACK

Choose one corner for the goal and arrange the players in two long lines, back to back, beginning at the corner diagonally opposite the goal and extending toward the goal. One side is called "Red" and the other "Black." An outsider, taking a circular disk, one side of which is red and the other black, tosses it to the floor, and calls out

the color which falls uppermost. Whichever color is called must pursue the other side, catching as many as possible before they reach the goal. Those who are caught are added to the pursuing side. In this way the game goes on, alternate corners being used for goals, until one side or the other is entirely captured. [24]

RING THE BELL

Take a hoop about $1\frac{1}{2}$ feet in diameter — a barrel hoop will do — and hang a bell so that it swings through the center. Suspend the hoop from the ceiling or door casing, so that it will be five feet from the floor. Divide the company into two groups.

Have three bean bags ready. The object is to throw the bean bags through the hoop, at a distance of ten feet, without ringing the bell. The side getting the largest count wins.

ROOSTER FIGHT

The combatants are arranged facing each other in two lines. The first two opposite players at either or both ends — or if the floor is large enough, all the opposing pairs — may combat at the same time. The boys should fold their arms forward and hop toward each other on one leg. The butting is done with the shoulder and upper arm, never with the elbow; and the arm must remain folded throughout the combat. When two

adversaries meet, each attempts to push the other over, make him touch the floor with the foot that is raised. When all have fought, the winners arrange themselves in two opposing ranks, and renew the combat. This is done until but one remains, and he is declared victor. [17]

SPOON POLO

This is an indoor polo game. It is played with dessert spoons and marbles. The rules are the same as in polo. [16]

STATE MAKING

Stretch an American flag across one end of the room. Divide the company into two groups. Supply each boy with a piece of paper cut in the shape of a star, red stars for one side and blue stars for the other. The game is to see which side can place the greatest number of States (stars) in the blue field. Each boy, when trying, is blind-folded.

SPEED CONTEST

Select ten boys and have them take off their shoes and put them into a barrel. They form a circle around the barrel and, at a given signal, try to get their shoes out and put them on. The one who succeeds first is winner.

3. Trick Games

CLAIRVOYANT

The clairvoyant goes out of the room, undertaking to name the boy whom his confederate shall point out.

The door being shut upon the clairvoyant, the confederate points to one whom we will call Mr. B.

"At whom am I pointing?" he queries.

"At Mr. B.," replies the clairvoyant.

The clairvoyant and his confederate have arranged between them that the person who speaks last before the clairvoyant leaves the room is the person to be pointed at.

Another trick is to tell a letter which any member of the company may name. Say the letter C is chosen. When the clairvoyant is called into the room, his confederate says: "Dogs are intelligent animals." The clairvoyant translates this literally into French! *Chiens* is the French for dogs, and the first letter of *chiens* is C. A very slight knowledge of French is sufficient to enable one to play the game. [2]

CROSSED SCISSORS

A pair of scissors, or any similar article, is passed from hand to hand, each player saying, as he gives them to his neighbor, "I return you my crossed (or uncrossed) scissors." In the first case, he must, whilst pronouncing the formula, *carelessly cross his hands or feet*; in the second, he must be careful to keep them apart. This game, simple as it is, often greatly puzzles those unacquainted with the secret. Whoever fails to cross or uncross hands or feet at the proper time must pay a forfeit. [9]

CONVERSATION GAME

Two of the company privately agree upon a word that has several meanings. The two then enter into a conversation, which must be about the word they have chosen, whilst the remainder of the company listen. When a member of the party imagines that he has guessed the word, he may join in the conversation, but if he finds he is mistaken, he must immediately retire. To give an illustration: Supposing the two players who start the conversation decide upon the word "box." They might talk about the people they had seen at the theatre, and the particular part of the house in which they were sitting. Then they might remark that it looked well in a garden, and one might mention that it grew into big trees. Perhaps one

of the company might imagine that he had guessed the word correctly and join in, when the conversation would be immediately changed, and the two would begin to converse about a huge case in which a very great number of things were packed away. By this time possibly the person who joined in the conversation will leave off, completely mystified. If, however, the word should be correctly guessed, the person guessing it chooses a partner, they together select a word and the game begins again. [14]

“HE CAN DO LITTLE WHO CAN’T DO THIS”

One of the boys takes a stick in his left hand, and thumps the floor with it, saying, “He can do little who can’t do this.” Then he hands the stick to another player, who will probably use his right hand when holding the stick and thumping the ground. If he does, he is told he has failed in the simple task, and the stick is handed to another. The game goes on until some one discovers that the secret of the trick is to copy the leader exactly and, therefore, the stick must be held in the left hand. [2]

IT

One of the players, who does not know the game, is sent out of the room. While he is gone, the others are supposed to be thinking of some

person whom he is to guess when he comes in; but it is arranged that each one shall describe his right-hand neighbor when asked any questions.

The player is called in, having been told beforehand that he is to guess what person the company thought of, and that that person is "IT."

He begins by asking:

"Is IT in this room?"

"Yes."

"Is IT a boy?"

"Yes," etc.

He continues this until he guesses correctly. If he cannot guess, it is explained to him that IT is not any one person, but the "right-hand neighbor" of whomever had been answering his question.

MAGIC ANSWERS

One is sent from the room and the others decide upon some object, the name of which is to be guessed by the absent player when he returns. The one outside has an accomplice, who remains with the others and who later asks the questions. It has been agreed between them that the object chosen should be the one named after the mention of some four-legged thing.

Suppose a book is chosen by the players. When the one outside has been summoned, the accomplice asks, "Is it any one in this room?" "No." "Is it a handkerchief?" "No." "Is it a picture?" "No." "Is it a dog?" "No." "Is it

this book?" "Yes." Another arrangement is to have the correct object mentioned after something which is black, such as soot, pitch, etc.

MAGIC PHOTOGRAPHY

The magician has an understanding with a confederate, who then goes out of the room. The magician holds a mirror in front of a member of the company and makes a few passes. Then the confederate is called into the room. He looks into the glass, and calls out, "I see the portrait of Henry Brown" (or whoever it is). The magician had held the mirror before the person who spoke last when his assistant retired.

MAGIC WRITING

In this game a confederate is necessary. The chief player states to the company, after a few remarks on ancient sign language, that he is able to read signs made with a stick on the floor. He agrees to leave the room while the company is deciding upon some word or sentence. It is agreed by the player and his confederate that one tap on the floor shall represent A; two taps, E; three taps, I; four taps, O; five taps, U; and that the first letter of each remark the confederate makes shall be one of the consonants in the sentence decided upon by the company. The consonants must be taken in order. On the player's

return, supposing the word chosen was "March," his confederate would commence "Many people think this game a deception" (initial letter M) one tap on the floor (a). "Really it is very simple" (initial letter R) "Coming to the end soon" (initial letter C) "Hope it has been quite clear" (initial letter H). A few more signs are made so as not to finish too abruptly, and the chief player then gives the word—"March." If carefully conducted, this game will interest an audience for a considerable time. [14]

MIND READING

Ask each boy to write upon a slip of paper the name of something. Put all these names in a box, and let the mind reader draw from it the slips, rubbing each slip against his forehead, and, after a pretended meditation, naming what is written. The first time he names the object he himself wrote, opens the paper as if for confirmation, and reads of course not what he but what some one else wrote. With the second slip he names this object, proceeding thus until the last. Of course all in the room will agree that he has named precisely what they wrote, and it will be long before they guess how the feat was accomplished. The reader must take care to select last of all the slip he himself wrote. The slips must be nearly alike, and folded in so uniform a way that no one will recognize his own slip. [15]

MOLE

One of the players says to his neighbor:

"Have you seen my mole?"

He replies:

"Yes, I have seen your mole."

"Do you know what my mole does?"

"Yes, I know what your mole does."

"Can you do as he does?"

"Yes, I can do as he does."

And he turns to his next neighbor and puts the same question. The trick of this game is *to close your eye every time you reply to a question*. Whoever fails to do so is counted out or pays a forfeit.

[9]

SPOON PICTURES

Two players must know how to play the game. One is sent out of the room, and the other remains inside to take a picture of one of the guests. This is done by holding up a spoon or some polished surface to a player's face. When the picture is taken, the one outside is called in, takes the spoon, is told to look at it and guess whose picture it is. In a short time he has guessed correctly, to the amazement of all. He leaves the room again, while another picture is taken, is called again, and guesses that, and so on. The one who remained inside to take the picture sits in exactly the same position as the person whose

picture was taken. If his feet were crossed and his hands folded, the leader takes that position. [1]

THIS AND THAT

Two boys are in the secret. One of them goes out of the room, and the confederate agrees with the audience on a certain article, which he touches. The boy outside is recalled, and the confederate begins to question him.

"Did I touch this chair?"

"No."

"Did I touch this table?"

"No."

"Did I touch this knife?"

"No."

"Did I touch that fork?"

"Yes."

The secret consists in saying the word "that" instead of "this," before the article touched.

THOUGHT READING

A confederate is necessary. The thought reader, having arranged that the confederate should write a certain word, commences by asking four members of the company to write each a word upon a piece of paper, fold it up in such a manner that it cannot be seen and then pass it on to him. The confederate, of course, volunteers to make one of the four, and writes the word pre-

viously agreed upon, which is, we will suppose, "Hastings." The thought reader places the slips of paper between his fingers, taking care to put the paper of his confederate between the third and little finger; he then takes the folded paper from between his thumb and first finger and rubs it, folded as it is, over his forehead, at each rub mentioning a letter: H, rub; A, rub; S, T, I, N, G, S, after which he calls out that some fellow has written "Hastings." "I did," replies his confederate. The thought reader then opens the paper, looks at it, and slips it into his pocket; he has, however, looked at one of the other papers. Consequently, he is now in a position to spell another word, which he proceeds to do in the same manner, and thus the game goes on until all the papers have been read. [2]

4. Joke Games

BOOTS WITHOUT SHOES

All the boys are sent out of the room, the leader remains inside and calls one boy in. They sit down together, and the leader says: "Say just what I say. Say, 'Boots, without shoes'" (with a short pause after boots). The victim may repeat the whole sentence, and the leader says, "No, I want you to say 'Boots, without shoes,'" and thus it may go on until the leader has given the simple statement in all sorts of tones and expressions, till finally the player realizes that when told to say, "Boots, without shoes," he must simply say "Boots." Each boy is called in and put through the ordeal, affording much amusement for those already in the room, until all have guessed it and laughed over it.

DOWN UPON A FEATHER

This is a practical pun. Ask any one to stand on a chair or table, and tell him that notwithstanding his weight you will bring him down upon a feather. Leave the room and come back with a feather. In handing this to the one on the chair,

you have kept the promise, for there is the feather and if he looks he 'll find *down* upon it.

FARMYARD

One of the party announces that any animal he may name in whispering to each boy, at a given signal, must be imitated as loudly as possible. Instead, however, of giving the name of an animal to each, he whispers to all the company, with the exception of one, to keep perfectly silent. To this one he whispers that the animal he is to imitate is the donkey. After a short time, so that all may be in readiness, the signal is given. Nothing is heard but a loud bray from the one unfortunate boy who is the donkey. [2]

KNIGHTS OF THE SACRED WHISTLE

This may be played by any number of persons. The object is to have one or two persons, according to the number in the crowd, informed that they are to be initiated into the Knights of the Sacred Whistle. Show them a small whistle and tell them that in order to become members they must find this whistle. You then pretend to hand the whistle to one of the members of the party. Place around the victim's shoulders an apron or some garment, and have attached to the back of it a small whistle on a piece of string. The trick is for some of the members to blow the whistle be-

hind the person's back, immediately dropping it, and when he turns, the one on the other side will blow, all standing in a circle, with the person who is being "initiated" in the center. He will be kept guessing for some time before he finds out where the whistle is located.

FOREPAW'S MENAGERIE

Those acquainted with the "show" betake themselves to an adjoining room, where the animals are on exhibition. Those to be hoaxed enter the menagerie one at a time, being met by the keeper, who asks what particular animal the visitor desires to see first. "A monkey" may be the pert answer. Gravely the keeper escorts the boy to a large cage in a corner, the curtain is drawn aside and lo! the young man gazes into a mirror reflecting his own image. He remains in the room to laugh at the other dupes who follow. This show can be made very amusing by the knowing ones who officiate as barker, doorkeeper, ticket seller, and attendant. The cage is composed of a number of chairs upon a table, covered with shawls or sheets, with mirrors underneath. [21]

HOT HAND FOR TWO

This game is played the same as Hot Hand, except that two stoop over, facing in opposite directions. One of them has been made acquainted

with the secret of the game. He is to slap the victim, while the others gather around and make the motions. The victim tries vainly to guess who is beating him, not suspecting his comrade.

HAYSTACK

A player is required to make a pile of chairs as high as his head, and then take off his shoes and jump over them. (Jump over the shoes.) [30]

HYPNOTISM

Seat the subject in a chair, and after various passes and manifest failure, accompanied by anxious questions as to whether the subject experiences any peculiar sensations, the operator will state that, as the one in the chair is a difficult subject, it is necessary for him to rise and go to the window, placing his hand upon the glass. The hypnotist will then proceed with his passes and ask, with the greatest solicitude, "Do you feel a pane?" Of course the player will reply that he does not; but the operator must insist that he does. Suddenly the hoax is ended by the question, "What's that your hand is on?" [15]

MESMERISM

Offer to mesmerize any boy so that he cannot get up alone; and when one volunteers, place him

in a chair in the center of the room, and sit facing him, requesting all the company to keep quiet and unite their wills with yours. Ask the boy to fold his arms and lean back comfortably. Make a variety of passes and motions, with great solemnity. After a few moments say, "Get up," rising as he rises, and saying, "I told you you could not get up alone." If he suspects a trick, and does not rise, of course your reply is the same.

PILLOW CLIMBING

In the middle of the floor, some distance apart, place sofa cushions, lamps, etc. From among the company choose a very smart young man who was never "hoaxed" and ask him to walk over the course between these articles, so as to fix in his mind the exact situation of each object. He is then blindfolded and commanded to thread his way carefully among them so as not to touch one. Very gingerly he will do so, more and more pleased with his evident success. His cautious movements here and there in the effort to avoid collisions cause unbounded merriment. When the handkerchief is taken away, to his surprise not an article remains on the floor. All were removed when he was blindfolded. He wears a fool's cap the rest of the evening.

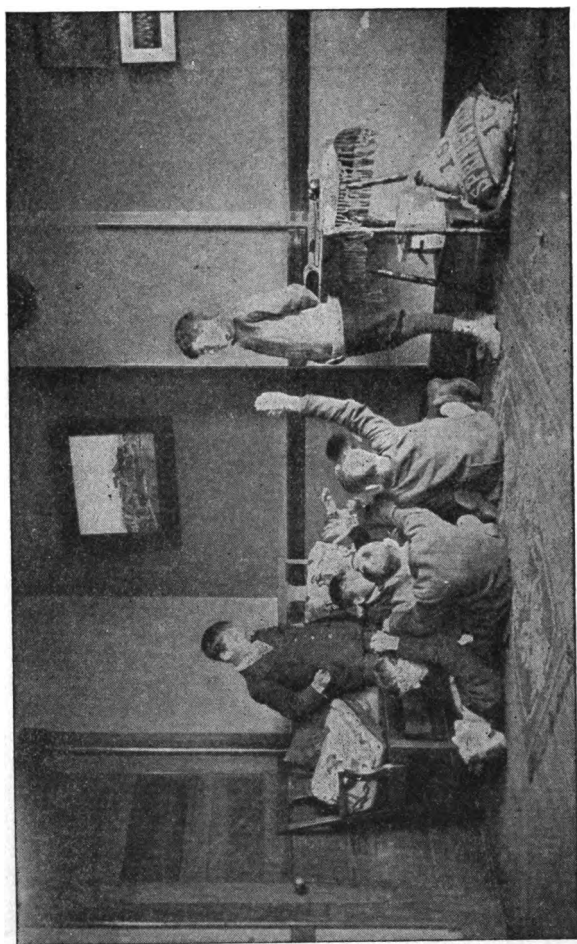
[21]

PRESENTED AT COURT

Two chairs must be placed about two feet apart and covered, both back and front, with sufficient drapery of stout material, such as a horse blanket or old bed-spread. Apparently there are three seats instead of two. The king and his queen sit on the chairs, leaving the gap between them vacant. The courtiers stand respectfully around. The person to be presented, who must not know the game, is then introduced, kneels and kisses the king's hand and the queen's. They compliment him highly on his virtues and attainments. Finally the king points to the gap and desires him to be seated. As he obeys, the king and queen rise and bow to him. The drapery sinks, dropping him to the floor, on which a cushion has been placed to receive him, as a sudden jerky fall might hurt him.

STRONG MAN

One of the largest boys of the group boasts that he can lift five boys. Of course the cry goes up that he can't. Four players are in the secret. He lies on the floor on his back and his four confederates, sitting two on each side, place their legs over his body. Somebody who does not know the game is induced to throw himself on top of these legs, face downward. At a given signal the strong man is supposed to lift the five, but instead of



STRONG MAN

that the four confederates hold tight to the one on top and give him a spanking.

STRENGTH TEST WITH A GLASS OF WATER

Give a glass of water to a medium-sized person. Have him hold it in his left hand. Select four or five good, strong persons and have each take hold of the left forearm. These persons are to be known as strong men, and the trick is to keep the person holding the glass from drinking the water. When they are all ready, the one who holds the glass of water makes one or two fake attempts to get his hand to his mouth, then quickly with his right hand he takes the glass of water, turns his head and drinks it.

— *C. A. McLaughlin, St. Louis, Mo.*

THREADING THE NEEDLE

The boys, one by one, take a needle and thread and with one eye closed thread the needle. The one having charge of the game places one of his hands over the eye of the contestant, laying the other on his forehead. (This hand is to have a little lamp black upon it.) After the needle has been successfully threaded, the contestant is placed in a dark room. When all have played, they are allowed to come out into the lighted room. The

expression on the boys' faces as they see the blackened foreheads is amusing. — *H. E. Baish.*

TRICK MATCHES

This stunt may be used on various occasions. Have one or two candles in the room lighted. Have one that is not lighted, and when a new arrival comes, give him a trick match and ask him to light the candle. When he strikes the match it will explode like a small firecracker or toy pistol cap. It is harmless. The matches may be bought at any novelty store at five cents a box.

WILD ANIMALS

This game may be played with any number of persons. In an obscure corner of a dimly-lighted room, place a looking-glass. Two persons in the room are known as the keepers of wild animals. When any one enters, he is asked what animal he desires to see. After he mentions the name of the animal, the keeper describes it, to correspond as nearly as possible with the person before him. Then he leads his subject to a position in front of the looking-glass and tells the other keeper to bring forth the animal called for. This is a signal for some one to turn on the lights, and the victim beholds his own image in the mirror.

5. Stunts

BALANCING

Place a stick between two chairs, with large peach basket hanging from it and a hat or glove on the back of one chair. A boy straddles the stick, gets his feet into the basket, and as he is balancing himself, tries to knock the hat off the chair with a cane he holds in his right hand.

CATCH PENNY

Place on your elbow three or four penny pieces in a heap, then drop your elbow very suddenly so as to bring your hand rather below the place where your elbow was and try to catch the money before it falls to the ground. A few trials will enable you to perform the stunt with the greatest facility. [20]

COIN AND CARD SNAP

Balance a visiting card on the tip of the middle or forefinger. On top of the card place a dime or nickel; this should be exactly over the tip of the finger and in the middle of the card. Snap the edge of the card with a finger of the other

hand, so that the card will be shot from under the coin and leave the coin balanced on the finger. [30]

HOTTENTOT TACKLE

The player is required to cross the arms and grasp the left ear with the right hand and the nose with the left hand. He is then suddenly to release the grasp and reverse the position of the hands, grasping the right ear with the left hand and the nose with the right hand. Repeat in quick succession.

JUMPING THROUGH FINGERS

Hold a stick of wood between the forefingers of each hand and, without letting it go, try to jump over it both forward and backward. You may also jump over your middle fingers, placed together, without touching or separating them with your feet. [20]

KNUCKLE DOWN

Having placed the toes against a line chalked on the floor, kneel down and get up again without using the hands or moving the feet from the line. [20]

KEEP YOUR POSITION

Get one of the boys to stand against the wall with his left (or right) side, cheek, hip and foot

touching it. Ask him to raise the free leg away from him without changing his position against the wall.

LOCOMOTIVE

Compare a young man just starting in school or in business with a heavily loaded train going up and down a steep grade. He starts off briskly, saying (as rapidly as possible) "I think I can, I think I can." Toward the top of the hill the words are said slower and slower, until, the very summit reached, they almost stop. Going down, begin to increase speed little by little, finally racing as fast as possible. A little practice makes this a very effective stunt.

LONG REACH

Chalk a line on the floor and then place the toes of both feet on it, being careful that they do not pass beyond. Then throw forward either the right or left hand, only so far that you can easily spring back and regain your upright position, without moving your feet from the line, touching the floor with your hands in throwing them forward, or scraping the floor with them in the spring back. When you have in this manner ascertained the utmost distance to which you can stretch and from which you can recover, without scraping the hands or altering the position of the feet, you must stretch as far forward as you possibly can and,

while supporting the body with one hand, chalk a line on the floor with the other. You may, in order to bring your body lower, move your feet backward from the line marked on the floor and by so doing you will be enabled to make a much greater stretch than you could otherwise have done. If you can manage to chalk two lines, your own length apart, it is a tolerably good stretch, but with a little practice you may chalk considerably further than that measure. Some persons, in performing this feat, rest upon their elbows instead of their hands. [20]

LIFTING THE STOOL

Place a low stool on the floor, close against the wall; face the wall, with feet distant from it just double the width of the stool. Stoop down and grasp the stool with one hand on either side, resting the head against the wall. Now lift the stool from the floor, and slowly rise to the erect position — or rather, endeavor to do so. It is better to try the experiment for the first time on a well-carpeted floor. [25]

RISING WITH ARMS CROSSED

Cross your arms on your body, lie down on your back and then get up again without using either elbows or hands in doing so. [20]

SKIN THE SNAKE

Players stand in line at front dress. Each player stoops over, putting his right hand between his legs and grasping the left hand of the player behind him. At a given signal the last man in line lies down on his back, putting his feet first between the legs of the player in front of him. The line walks backward, striding over the bodies of those behind, each one lying down, or being pulled down, in his turn. Upon completing the transformation, all are lying on their backs. The last man who lies down now rises to his feet and strides forward up the line, the rest following as fast as their turns come. During all these maneuvers the grasp of the hands has not been broken. Performed rapidly, this presents a peculiar spectacle, yet is very simple.

STRONG BOY

One of the boys holds his hands across his breast with his elbows pointing straight to the right and left, the tips of his fingers being pressed together firmly. Let another boy try to pull the fingers apart by taking hold of the arms and pulling straight to the right and left.

THROWING THINGS

Have a boy mount a small table or stool, and throw a quoit, ball or bean-bag the greatest possible distance, without losing his balance. The object may be thrown backwards over the shoulder, if preferred. Another diversion is to hold the object firmly between the ankles and throw it over the head from behind.

TONGUE TWISTERS

The leader gives out a sentence from those that follow, and each repeats it in turn, any player who gets tangled up in the pronunciation having to pay a forfeit:

A haddock! A haddock! A black-spotted haddock; a black spot on the black back of the black-spotted haddock.

She sells sea shells.

She stood at the door of Mr. Smith's fish-sauce shop, welcoming him in.

The sea ceaseth and it sufficeth us.

Six thick thistles stick.

A growing gleam glowing green.

Robert Rowley rolled a round roll round; a round roll Robert Rowley rolled round. Where rolled the round roll Robert Rowley rolled round?

Strict, strong Stephen Stringer snared slickly six sickly, silky snakes.

The flesh of freshly fried flying fish.

Hobbs meets Snobbs and Nobbs; Hobbs bobs to Snobbs and Nobbs; Hobbs nobbs with Snobbs and robs Nobbs's fob. "This is," says Nobbs, "the worse for Hobbs' jobs," and Snobbs sobs.
[25]

TRIUMPH

The hands are placed palm to palm behind the back with the fingers pointing downward and thumbs next to the back. With the tips of the fingers close to the back and the palms still together, the hands are turned inward and upward until the tips of the fingers are between the shoulders, pointing upward toward the head, and the thumbs outside.
[30]

WORD COUNTING

Ask for volunteers to repeat a verse or jingle, stating the serial number of each word. For example, "Yankee-one, Doodle-two," etc. The repetition must be made, of course, as rapidly as possible. The player often becomes confused and much merriment follows.

YOURS, FOR THE PICKING

Get one of the boys to stand with his back against the wall and his heels also touching it. On the floor in front of him place a five-cent piece about a foot away from his toes, and then request him to stoop over and pick up the nickel without moving his heels away from the wall. If he can pick it up, the nickel is his.

6. Games with Pencil and Paper

ADJECTIVES

A slip of paper and a pencil are given to each player, who must then write down a number of adjectives. When the slips are collected, the principal player takes them and reads out a short story, substituting the adjectives on the slips for those already in the story. The adjectives must be taken as they come and not picked out to suit the story. The result is sometimes very laughable, as, for instance: "The pretty rhinoceros is a very amiable animal. It is very attractive in its habits, and lives near lakes or rivers. Its delicate skin is so soft that special bullets are needed to pierce it," etc. [14]

ANIMAL SHOW

Pass around to the boys slips of paper containing each a number and the name of some animal. Each one must keep secret what his animal is to be. Have prepared a basket of vegetables, potatoes, beets, carrots and fruits, lemons, bananas, etc., from which the boys can take their choice,

to make their animals. Plenty of toothpicks must be provided for the legs, ears and tails. Allow ten minutes for constructing the creatures. Then collect the specimens, pinning a number corresponding to the one on the slip to its back, and arrange the "show" on a table. The boys, having received pencils and paper, should be told to write down the number of each animal, and opposite it what the animal is intended to represent. A prize can be given to the one who has guessed the greatest number correctly. [11]

BEHEADING WORDS

Give each boy a pencil and a printed or type-written list of the following questions. Twenty minutes' time is allowed for beheading the words (cutting off the first letter).

1. Behead a body of water and leave a bird.
2. Behead a bird and leave a vessel.
3. Behead a grain and leave a cooling substance.
4. Behead an animal and leave a grain.
5. Behead an article of furniture and leave a covering of animals.
6. Behead an animal and leave part of the head.
7. Behead a heavenly body and leave a roamer of the sea.
8. Behead a drinking utensil and leave a female.
9. Behead a small talk and leave an article of wearing apparel.
10. Behead a musical instrument and leave one.

11. Behead a part of a building and leave the whole of everything.
12. Behead a term of endearment and leave a portion of the head.
13. Behead a wild cry and leave a boy's plaything.
14. Behead to twist and leave an article of jewelry.
15. Behead a punishment and leave a portion of a tree.

ANSWERS

1. Brook. 2. Lark. 3. Rice. 4. Goat. 5. Chair. 6. Bear. 7. Star. 8. Glass. 9. Chat. 10. Flute. 11. Hall. 12. Dear. 13. Whoop. 14. Wring. 15. Flog. [29]

BOTANICAL PUZZLE

Write the following questions on cards cut in the shape of apples or pumpkins. A cabbage or squash hollowed out and filled with bonbons makes a suitable prize.

1. What vegetable may be found in a boat?
Leeks.
2. What flower appears on the face of a clock twice in twenty-four hours? Four o'clock.
3. What plant does a shepherd watch? Flocks (phlox).
4. A traveling Israelite? Wandering Jew.
5. Found in historical works? Dates.
6. A body of water? Bay.

7. Found on a ship? Ragged sailor.
8. In royalty's cap? Prince's feather.
9. In my watch? Thyme.
10. What opens at dawn? Daisy (day's eye).
11. In the alphabet? L M (elm), U (yew).
12. In a book? Leaves.
13. In the water? Currants.
14. How does a dandy look? Spruce.

BOX GAME

The following questions, written upon paper, are given to the boys, who must write the answers.

QUESTIONS

1. A transportation box?
2. An impudent young box?
3. A growing box?
4. A church-going box?
5. An athletic box?
6. A crawling box?
7. An attractive box for girls?
8. A "bad habit" box?
9. An infant box?
10. A box that's worn?
11. A physician's box?
12. A musician's box?
13. A playgoer's box?

ANSWERS

1. Box car. 2. Sauce box. 3. Box elder.
4. Contribution box. 5. Box-er. 6. Box-turtle.

7. Bonbon box. 8. Tobacco box. 9. Rattle box. 10. Box coat. 11. Pill box. 12. Music box. 13. Theater box. [29]

CELEBRITIES

Cut from papers and magazines pictures of artists, authors, statesmen, etc., and paste them on pieces of cardboard about 12 by 14 inches, numbering each face distinctly. Place cards about the room. Each boy is supplied with a paper upon which are numbers corresponding to those on the cards. A certain amount of time is allotted for the guessing, after which whoever has the largest number of correct names is given a photograph of a famous picture by one of the artists or a book by one of the well-known authors. This game may be varied by using pictures of buildings, advertisements, etc. [6]

CORN AND BEANS

A large number of cards are provided with questions in arithmetic, geography, history, or whatever you like, written upon them. Cards corresponding to these bear the answers. The leader reads the questions. Whoever holds the answer must cry: "Corn!" The others cry: "Beans!" If the one having the correct answer card cries "Corn!" before any one else cries "Beans!" he scores a point. Corn and beans may be used as counters. [13]

DATES

Dates of important events are read aloud, and the boys write the corresponding events upon a slip of paper. The dates should be chosen with some reference to work done by the boys in school or in some church or club study classes.

DICTIONARY

Make all words possible out of the letters of a large word, such as: Collections, Backgammon, Dominoes, Logomachy. [13]

DISGUISED CAPES

Cards with printed sentences upon them are given to each boy to guess the capes described.

1. A parting cape (Farewell).
2. A musical cape (Horn).
3. A fishy cape (Cod).
4. An encouraging cape (Good Hope).
5. A royal cape (Prince of Wales).
6. A monthly cape (May).
7. A green cape (Verde).
8. A black cape (Sable).
9. A fruitful cape (Orange).
10. A boy's cape (Charles or Henry). [29]

DISGUISED CITIES

Obtain the following list of things, and place them on a table, numbered, and give the boys paper

and pencil on which to write the cities they represent. A prize goes to the most successful.

1. A small pebble (Little Rock).
2. A shallow dish of salt water sunken in a dish of earth (Salt Lake).
3. A bottle of perfume (Cologne).
4. A bell tied by a slender cord to a pencil (Belfast).
5. A can, with a bit of paper marked 2,000 lbs. pasted on it (Canton).
6. A small piece of Bristol board (Bristol).
7. A doll's sofa (Davenport).
8. An orange, with a large E. fastened upon it (East Orange).
9. A flint-rock (Flint).
10. A peanut shell (Hull).
11. A key placed upon a slip of paper, upon which is written the word "West" (Key West).
12. A fine straw hat (Leghorn).
13. A roll of common brown wrapping paper (Manila).
14. A new Noah's Ark (Newark).
15. A number of periodicals (Reading).
16. A cigar (Havana).
17. A bit of red pepper (Cayenne).
18. A portion of a Brussels carpet (Brussels).
19. A portrait of Washington (Washington).
20. A sprig of elm (Elmwood).

[29]

DISGUISED AUTHORS

The boys receive slips of paper, with the following sentences, from which the names of the authors are to be guessed.

1. To quiver and a weapon of warfare (Shakespeare).
2. Results of contact with fire (Burns).
3. Not short, and a companion (Longfellow).
4. Never slow (Swift).
5. A preserved meat (Bacon).
6. A slang expression (Dickens).
7. To pack away (Stowe).
8. A general in the Mexican War (Scott).
9. A head covering (Hood).
10. Not far away (Nye).
11. Unsettled water (Riley).
12. A species of tree (Hawthorne).
13. What a boy says after having a piece of pie (Moore).
14. Not high, and a letter of the alphabet (Lowell). [29]

DISGUISED GENERALS, COMMODORES
AND ADMIRALS

Slips of paper with the following clues are handed the boys to guess the names in parenthesis.

1. What officer is like foliage on a summer's morning? (Dewey.)
2. What officer is always punctual? (Early.)

3. What officer is a portion of an animal?
(Bacon.)
 4. What officer is found in a ship? (Hull.)
 5. What officer is a carnivorous animal?
(Wolfe.)
 6. What officer represents the par value of an article? (Price.)
 7. What officer is a tower of strength? (Sampson.)
 8. What officer bestows favors? (Grant.)
 9. What officer sounds his own praise? (Bragg.)
 10. What officer is found in the dining-room?
(Butler.)
 11. What officer represents part of the body?
(Foote.)
 12. What officer is found in a fence? (Gates.)
 13. What officer is hearty? (Hale.)
 14. What officer is the head of a church? (Pope.)
 15. What officer makes a good head covering?
(Hood.)
- [29]

DISGUISED VEGETABLES

The following sentences, written upon paper, are handed to each boy, to guess the kind of vegetable each represents.

1. What a lady said to a tramp (Man-go).
2. What Boston is noted for (Beans).
3. What a young lady said to her lover, who urged a secret marriage (Canteloupe).
4. A name applied to the heads of some dull people (Cabbage).

5. A grain that grows without planting, and is often of the running variety. It does not need a large field, — one foot is enough (Corn). [29]

DISH OF DATES

Pencils and paper are provided with the following — without the words in parenthesis — upon the top of each sheet. Answers are to be written below.

1. An office-seeking date (Candidate).
2. An overflowing date (Inundate).
3. A fear-inspiring date (Intimidate).
4. An obliging date (Accommodate).
5. A date that adjusts and settles (Liquidate).
6. A date that brings together (Consolidate).
7. A date that makes everything clear (Elucidate).

FAMOUS NAMES

Provide papers numbered one to twenty, with a pencil for each guest. On a table have twenty objects, correspondingly numbered. Tell those present that they represent famous men. Allow time for each to find out who he is. For prizes a small bust of one of the men represented, a book by one of the authors, or a framed photograph is suitable.

1. A steel pen (Penn).
2. A piece of earth (Clay).
3. A chestnut burr (Burr).

4. A slice of bacon (Bacon).
5. A dinner-bell (Bell).
6. A bone broken in two pieces (Bonaparte).
7. Map of Italy showing the Po River (Poe).
8. Porter bottle (Porter).
9. Picture of Red Riding Hood and the Wolf (Wolfe).
10. Oyster shells (Shelley).
11. Lady's hood (Hood).
12. Pictures of lion and baby with mouths open, evidently emitting howls (Howells).
13. Advertising pictures of houses for sale (Holmes).
14. A column of figures and a toy bus (Columbus).
15. A small tent fixed as if for a bazaar (Booth).
16. II (Twain).
17. A coffee-mill and a box marked "20 cwt." (Milton).
18. A bag or toy wagon marked "2,000" (Fulton).
19. A letter "L" on a toy boat (Eliot — L yacht).
20. A rose lying on a piece of felt (Roosevelt).

FAMOUS NUMBERS

Provide pencils and paper. Everybody writes a number on his slip. The papers are collected, mixed up, and each player draws one, naming something or some one suggested by that number. The one who is unable to name anything must pay a forfeit.

Suppose No. 1 has 4, he will say, "My number is 4. The Declaration of Independence was signed on the Fourth of July." No. 2: "My number is 13; there are thirteen stripes in our flag." No. 3: "My number is 60; there are 60 minutes in an hour." [1]

FEAST OF FRUIT PIE

Provide pencils, paper and typewritten lists like the following for each boy. The following list of words is made of jumbled letters, or what is known as printer's "pi." The host explains that the letters when properly arranged will form a variety of fruit.

QUESTIONS

1. Capeh.
2. Aaabnn.
3. Nraeog.
4. Ntocacuo.
5. Calbkrybre.
6. Yedrebrw.
7. Repa.
8. Pmul.
9. Nelmo.
10. Wrsbyrtare.
11. Tarcurn.
12. Lappenipe.
13. Rechyr.
14. Prage.
15. Gif.
16. Deat.

ANSWERS

1. Peach.
2. Banana.
3. Orange.
4. Ccoanut.
5. Blackberry.
6. Dew-berry.
7. Pear.
8. Plum.
9. Lemon.
10. Strawberry.
11. Currant.
12. Pineapple.
13. Cherry.
14. Grape.
15. Fig.
16. Date. [29]

GAME OF STATES

Cards bearing the questions are passed. The answers are all abbreviations of the states.

QUESTIONS

1. Which state would Noah prefer?
2. Which one is preferred by Catholics?
3. Which one is "as good as a mile"?
4. Which is "mightier than the sword"?
5. Which do people dread to be?
6. Which does No. 5 require?
7. Which is equal to two five-dollar gold pieces?
8. Which is worth nothing?
9. Which is an expression of sadness?
10. Which one means to read carefully?
11. Which is used by musicians?
12. Which is unmarried?
13. Which is sought by miners?
14. Which is a Chinese industry?
15. Which will a courteous person mention last?

ANSWERS

1. Ark. 2. Mass. 3. Miss. 4. Penn. 5. Ill.
6. Md. 7. Tenn. 8. O. 9. Alas. 10. Conn.
11. La. 12. Miss. 13. Ore. 14. Wash. 15.
Me. [29]

HISTORY

Each writes the name of a country or person upon a piece of paper. These are shuffled and dis-

tributed. Each must write an account of the place or person falling to him. [13]

HISTORICAL PICTURES

Draw pictures illustrating some event of history. Exchange and guess the events intended. [13]

HIDDEN BIRDS

Slips of paper containing the following sentences are passed to the boys. They are to find the hidden birds.

1. The path through the meadow leads to the mill (Owl).
2. Are all arks built alike? (Lark).
3. How rents have advanced! (Wren).
4. Oh! awkward boy, how could you be so careless? (Hawk).
5. Did they rob in daylight? (Robin).
6. Have you read Gulliver's Travels? (Gull).
7. She looks wan and pale (Swan).
8. They both rushed away in silence (Thrush).
9. The crown and glory of life is character (Crow).
10. He broke the reed in half-inch lengths (Finch).
11. He swallowed the medicine easily (Swallow).
12. I made known to her a venerable friend of mine (Raven).
13. Do venture a little farther (Dove).
14. I met her on the beach (Heron).

15. Does the pup love Ruth? (Plover).
16. This song will be a glee (Eagle).
17. Maj. Ayers is a handsome man (Jay).
18. The celebration began at dawn (Daw).
19. He found in grammar tiny words for great
uses (Martin).
20. Can a rye field produce such sorrow?
(Canary). [29]

HIDDEN GEMS

Slips of paper with the following sentences at the top are given to the boys to discover the gems. Each sentence contains a gem.

1. He was oh! so pallid (Opal).
2. You must get up early (Pearl).
3. I will rub your hands (Ruby).
4. The wind blows and I am on deck (Diamond).
5. Five cents per pound is the price of sugar
— net price (Garnet).
6. Look! On top! A zebra is walking there!
(Topaz). [29]

HIDDEN FLOWERS

Pencil and paper are provided for each boy, also a list of the following questions, the answers to which are flowers.

1. Flowers often sought in vain by young gentlemen (Tulips).
2. A fashionably dressed man and a beast of prey (Dandelion).

3. A flower much used by cooks (Buttercup).
4. What a lover called his rival (A coxcomb).
5. A boy's delight in winter (Snowball).
6. A warm-weather friend (Palm).
7. What young women are said to be anxious to wear (Orange Blossoms).
8. What women tread under foot (Lady's slipper).
9. A token of remembrance (Forget-me-not).
10. A way for a poor man to get rich quick (Marigold).
11. Late afternoon (Four-o'clock).
12. A balm for sorrow (Heart's ease).
13. What a father said to his son early in the morning (Johnny Jump-up). [29]

HIDDEN TREES

Each of the following sentences contains a hidden tree. Pass slips of paper to the boys on which to write the names of the trees.

1. The man stood at the helm (Elm).
2. They will reap each field in turn (Peach).
3. 'T is gloomy since dark has fallen (Cedar).
4. Tall arches were placed along the street (Larch).
5. The pin entered his hand (Pine).
6. He appeared to be in great pain (Pear).
7. Nancy pressed many beautiful flower specimens (Cypress).
8. Come, boys, let us go a kite-flying (Oak).

9. The sash was badly torn (Ash).
10. For this favor he will owe you gratitude (Willow).

HOW MANY?

Place on a table a row of baskets, jars, tumblers, etc., filled with articles of about the same size — beans, pebbles, apples, nuts, etc. * Provide pencil and paper and compare the guesses with the known contents.

IMPROMPTU NEWSPAPER

The making of a newspaper may not be amusing in itself, but a game based on it is delightfully so. Sheets of paper are passed around, bearing the names of different departments of a daily paper. The editor is chosen by vote and he appoints his staff.

CITY EDITOR

1. Telegraph Editor (news of the outside world — revolutions in Turkey, China, etc.)
2. Weather Bureau.
3. Letters from readers and answers to correspondents.
4. Police Courts.
5. Society.
6. Ship News (arrival and departure of famous persons, etc.)
7. Art and Music.
8. Book Reviews.

9. Jokes.
10. Poetry.
11. Local Items.
12. Editorials.
13. Advertisements.
14. Fiction.

All those present not on the staff are reporters or contributors. The first edition of the paper may be read aloud after thirty minutes of preparation.

MODELING

Provide each player with a card and toothpicks; also a piece of gum, or paraffin, if preferred. If gum is used, the host announces that when he says "Ready," the gum is to be chewed until he gives the word to stop. Then each one is to place the gum upon the card and with the aid of the toothpick model either an animal or a flower, keeping his selection a secret. Fifteen minutes is the time allowed. The cards are collected and placed on a table for exhibition. A vote is taken upon the best model and a prize is awarded to the victor.

[1]

MUSICAL MEDLEY

Provide each player with pencil and paper. Some one who plays the piano well should have a list of popular songs ready, to be played in rapid succession. When the leader gives a signal, the pianist strikes up a tune and continues playing

from a part of one song into another until he has reached the end of his list. The others write down on their papers the names of the songs. A prize may be awarded to the one guessing the greatest number. [1]

NOVELS

Each writes a part of a story, one beginning where another left off, and the story is read aloud when completed.

OBJECT GUESSING

Each player receives a slip of paper and pencil. The leader begins by saying: "Guess how high the door is." "Guess how thick that book is." "Guess how tall Mr. Blank is." "How far does this chair stand from the floor?"

He allows a few seconds after each question for the players to write their answers. After twenty or more guesses, each paper is passed to the right-hand neighbor for correction. The leader then measures each article, person, or thing, with a tape measure, and the guesses on the lists are checked off. The one having a correct list deserves a reward. [1]

PARLOR FORTUNE TELLING

Any one desiring to have his fortune told must be provided with a numbered piece of paper and a pencil. The fortune-teller, without reading any

of the questions, dictates, "After 1, write 'yes'; after 2, any lady's name; after 3, any number; after 4, any period of time;" etc. After all answers are written, the fortune-teller reads out the questions, each being followed by the answer, read by the one who wrote it, who learns for the first time the question he has answered.

1. Have you a favorite? Yes.
2. What is her name? A lady's name.
3. How old is she? A number of years.
4. How long have you known her? Period of time.
5. Is she aware of your affections? Yes or No.
6. Does she return it? Yes or No.
7. What is the difference in your ages? A number.
8. What color are her eyes? A color.
9. What color is her hair? A color.
10. How many teeth has she? A number.
11. What color are they? A color.
12. Is she pretty? Yes or No.
13. What shape is her nose? A shape.
14. How wide is her mouth? A measure.
15. What fortune has she? A sum of money.
16. How much a year does she spend on dress?
A sum of money.
17. Do you love her for herself alone? Yes or No.
18. What is her greatest virtue? A virtue.
19. What is her greatest fault? A fault.
20. Have you had any rivals? Yes or No.

21. To whom did you make love before Miss ——?
Lady's name.
22. Have you ever made any offers? Yes or No.
23. How many times have you been accepted?
A number.
24. How many have refused? A number.
25. How much a year will you give your wife for
housekeeping? A sum of money.
26. How many times a week will you bring home
friends to dinner? A number.
27. Do you consider yourself fortunate in winning
Miss ——? Yes or No.
28. Do you intend to become a model husband?
Yes or No.
29. Where do you mean to live? Name of a place.
30. Will you be content to give up your bachelor
associations? Yes or No.
31. Should you be disappointed if the match were
broken off? Yes or No.

PARTING OF THE WAYS

The players are provided with pencils and sheets of paper, and the leader, after telling the limit of time allowed — usually ten minutes — announces a word which each proceeds to inscribe at the top of his or her paper as a starting-point. Then, in perfect silence, each writes down in a column under this word a series of others suggested by it — that is, the second is to be suggested by the first, and the third by the second, and so on, a definite train

of thought being followed. At the end of the allotted time the papers are handed to the leader, who reads them aloud. Guesses as to the authorship may be requested. It is possible for two boys to start at the word "Boston" and finish as may be seen from the subjoined examples:

1. — Boston	2. — Boston
Culture	Beans
Evolution	Pork
Monkey	Stockyards
Africa	Chicago
Stanley	Great fire
Heroic Expeditions	Heat
North Pole	Equator

PATCHWORK ILLUSTRATIONS

For this game it is necessary for the host to collect beforehand a large number of pictures from magazines or papers, including the advertisements. These are placed in the center of a table, around which the players are seated. Each one present is provided with a paper, at the top of which is written a quotation. The host announces that each player is to illustrate his quotation with the pictures provided. The pictures are pasted on the papers, and if necessary, a background may be made with pencil or pen and ink. The papers are then arranged on a table for inspection and a prize is awarded for the best illustration. [1]

PICTURE MAKING

Provide the players with pencil and paper. All sit in a circle. The leader announces that pictures are to be drawn in this manner:

First. Draw a head (either animal or human); fold the paper; pass it to the right.

Second. Draw a neck, shoulders, and arms; fold and pass.

Third. Complete the body; fold and pass.

Fourth. Draw skirt or trousers; fold and pass.

Fifth. Draw the feet; write a name, either of some one present or of some noted person.

The papers are folded and passed after each drawing and the last time they are all opened and passed around to be inspected and laughed over.

PROGRESSIVE PUZZLES

Cards are cut into various shapes and given to each player. The first who gets a puzzle has a mark to his credit. He passes the puzzle on to the next boy, etc. The one getting the greatest number right in twenty minutes gets a prize.

QUESTIONS AND ANSWERS

Each player is furnished with a pencil and two slips of paper. On the first slip a question has been written, which is read by the player. The slips are then collected and put into a bag or basket. The players write answers on their blank

slips. These are put into a different bag and the two bags are then well shaken and handed round to the company. Every one draws a question and an answer, and must then read the two out to the company. The result is sometimes very odd, for instance:

QUESTIONS	ANSWERS
Do you like roses?	Yes, with mustard.
Where have you been this summer?	O ask some other fly.
Do you like beef?	Not so well as violets.
Do you like spiders?	In Halifax.

RING GAME

Write the following list of questions on paper and hand to each one present, giving them thirty minutes for answers.

QUESTIONS

1. A ring where fortunes are made and lost?
2. A ring prized by young ladies?
3. A ring that ties knots?
4. A ring prized by infants?
5. A ring that captivates?
6. A ring that flies?
7. A ring made of men?
8. A ring found in dining-rooms?
9. A ring used in cooking?
10. The ring most admired by society ladies?

11. The ring loved by children?
12. A washerwoman's favorite ring?
13. A ring that hears many secrets?
14. A ring worn by some uncivilized people?
15. The clown's ring?
16. The ring with authority?

ANSWERS

1. Prize. 2. Engagement. 3. Wedding. 4. Teething. 5. Ringlet. 6. Ring-dove. 7. Political. 8. Napkin ring. 9. Muffin ring. 10. Diamond. 11. Ring-Around-Rosy. 12. Wring-er. 13. Ear-ring. 14. Nose-ring. 15. Circus ring. 16. Ring-leader. [29]

QUOTATIONS

Familiar quotations are neatly written upon cards. These are drawn and the author guessed. Whoever succeeds retains the card as his own. Or the name of an author may be written and the quotation be required. [13]

RHYMING GAME

Slips of paper are passed around. A line of poetry is written on one line, folded over and passed to the next boy, who writes a stanza to rhyme with the last word. These are to be read aloud.

STATE LINES

Prepare pieces of cardboard, on each of which is drawn the outline of a State, without the name. The State capitals are written on separate pieces of paper. The cards and slips are handed out haphazard. The object of the game is to find the State to which the capital belongs, or vice versa. The one who succeeds in locating his capital first is the winner. [1]

SEEING AND REMEMBERING

Fill a table with all sorts of things — books, gloves, dolls, pins, scissors, food, etc. Keep the table covered until ready for use. Then remove the cover and let the boys march around it three times, touching nothing on it, simply looking. The cover is replaced, and each one takes a pencil and paper, on which he writes down as many things as he can remember having seen on the table. The one who has the largest list of correct names receives a prize. The objects may be auctioned off afterwards. [1]

TELEGRAMS

Provide the players with pencil and paper. Each one writes on his piece of paper ten letters of the alphabet in any order, using no letter twice. The papers are then passed to the right, and each one is requested to write a telegram, using the ten

letters for the beginning of the ten words, in the exact order given. The papers are then passed again, and the telegrams are read aloud. [1]

TEA GAME

Slips bearing the following questions are passed to the boys, who are to supply the answers.

QUESTIONS

1. "The soul of wit"?
2. "The best policy"?
3. "Never faileth"?
4. Possession of gossips?
5. Power, heat and light?
6. A pretty girl's temptation?
7. A criminal's dread?
8. "The Four Hundred"?
9. No end?
10. Our national possession?
11. "The mother of invention"?
12. What each day brings?
13. "The spice of life"?
14. Pleasing the eye?
15. Quick at repartee?
16. Freedom from danger?
17. Great speed?
18. "Three in one"?
19. Brotherhood?
20. Merriment?

ANSWERS

1. Brevity. 2. Honesty. 3. Charity. 4. Curiosity. 5. Electricity. 6. Vanity. 7. Captivity. 8. Society. 9. Eternity. 10. Liberty. 11. Necessity. 12. Duty. 13. Variety. 14. Beauty. 15. Witty. 16. Safety. 17. Velocity. 18. Trinity. 19. Fraternity. 20. Jollity. [29]

THINGS FOUND ON A LINCOLN PENNY

1. A messenger (One cent).
2. An article of diet (Barley).
3. A standard of counting (Unit).
4. A country (United States).
5. A fruit (Date).
6. A continent (America).
7. An animal (Hare).
8. An element of decay (Rust).
9. An architectural structure (Bridge).
10. Yourself (Eye).
11. A flower (Tulips).
12. A student (Pupil).
13. A building (Temple).
14. Two articles of apparel (Coat, Collar).
15. The supreme being (God).
16. A boy's name (Bert, Berty or Ted).
17. Several negative answers (Nose).
18. The top of a hill (Brow).
19. A musical instrument (Drum).
20. Part of a river (Mouth).

21. The result of a closely contested game (Tie).
22. Freedom (Liberty).
23. A beverage (Tea).

— *R. Ben Jackson.*

THINGS IN A BOY'S POCKET

Get a pair of boy's knickerbockers and place in them fifteen to twenty articles usually found in a boy's pocket. The group must guess the articles in the pocket and write them down on paper, then check each list by the articles. The one whose list is most nearly correct is the winner.

TWISTED FISH

The boys are given slips of paper with the following words to untwist into the names of fish:

- | | |
|------------------------------|--------------------------|
| 1. Lee (Eel). | 8. Lachw (Whale). |
| 2. Utort (Trout). | 9. Odrws (Sword). |
| 3. Sasb (Bass). | 10. Kshar (Shark). |
| 4. Hercp (Perch). | 11. Pkericle (Pickerel). |
| 5. Uns (Sun). | 12. Tca (Cat). |
| 6. Kermacel (Mack-
erel). | 13. Rpac (Carp). |
| 7. Kipe (Pike). | 14. Lodg (Gold). |
| | 15. Ogd (Dog). |

TWISTED FLOWERS

Make a list on the principle used in the preceding game.

TREE TEST GAME

Slips are passed to each boy, with the following questions for him to answer in thirty minutes:

QUESTIONS

1. What is the double tree?
2. What tree is nearest the sea?
3. Name the languishing tree?
4. What tree will hold things?
5. What tree will keep you warm?
6. The Egyptian plague tree?
7. The tree we offer friends, in greeting?
8. The tree found in some churches?
9. The tree used in wet weather?
10. The tree used in kissing?
11. The tree used in a bottle?
12. The fisherman's tree?
13. A tree that belongs to the sea?
14. A tree used to describe pretty girls?
15. An emblem of grief?
16. The sweetest tree?
17. A tree used by carpenters for securing straight lines and by sailors for sounding?
18. A tree worn in Oriental countries?

ANSWERS

1. Pear. 2. Beech. 3. Pine. 4. Box. 5. Fir. 6. Locust. 7. Palm. 8. Elder. 9. Rubber. 10. Tulip. 11. Cork. 12. Basswood. 13. Bay. 14. Peach. 15. Weeping Willow. 16. Maple. 17. Plum. 18. Sandal. [29]

WHAT A WATCH SUGGESTS

Hang a watch in a conspicuous place and ask for written answers to the following:

1. Support of a flower? (Stem.)
2. The collected books of an author? (Works.)
3. What most people look out for? (Number 1.)
4. A company? (2.)
5. A crowd? (3.)
6. Always found in a circus? (Ring.)
7. A summer flower? (Four o'clock.)
8. Something used before? (Second hand.)
9. What a policeman should do? (Watch.)
10. Insects? (Ticks.)
11. Kept by a secretary? (Minutes.)
12. Wedding anniversary? (Crystal, Silver or Gold.)
13. Every one has all there is, but many say they have none? (Time.)
14. Decided in court? (Case.)
15. What we give to our friends? (Hands.)

WHO IS IT?

Photographs of famous people, labeled with names that do not belong to them, may be handed about for correction. What seems at first glance to be a single act of adjustment calls for considerable study and a good memory. The portraits of Wagner, Beethoven, Paderewski, Rubinstein, Gladstone, Tennyson, Scott, and others may be chosen.

[11]

7. Alert Group Games

BASEBALL BUZZ

This is the old game of buzz, played in imitation of baseball. In buzz, a number is selected which, with its multiple, is not to be repeated as a company of players count in turn the numbers from 1 up; but, instead of which, "buzz" is to be said. If 4 be the number, the players, seated in a circle, will say: "1, 2, 3, buzz, 5, 6, 7, buzz," etc. In this game, the players, who may be eighteen or less, are on two even sides. The chairs, for one side, are arranged in relative position like the diamond of a ball field. The other side is seated in a row in a position corresponding to the batter's bench. The man at the bat goes and stands at the "plate." The numbers are now repeated in turn down the bench and around the bases and field, the "buzz" number being selected for each inning by the side at bat. If one of the sides in the field makes an error, the batter takes the next base until he has made a run, which is scored. Then another batter takes his place. If the batting side makes an error, the batter is out, and when three are out the sides exchange places.

[16]

"BEAST, BIRD OR FISH?"

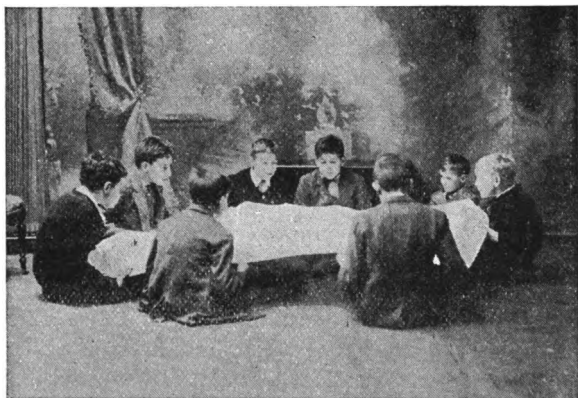
A member of the party throws to another a knotted handkerchief, saying one of the above words, and counting up to ten. The catcher must answer in the given time the name of some animal of the kind required, not already given by some other player. Whoever fails to reply while the counting is going on is out of the game. After the names of common animals are exhausted, the game becomes a test of quickness and memory. [2]

BIRD-CATCHER

To play this game you must first decide which one of the boys is to be the Bird-catcher. Each of the other players chooses the name of a bird, but no one may choose the owl. All the players then sit in a circle with their hands on their knees, except the Bird-catcher, who stands in the center, and tells a tale about birds, taking care to mention the ones he knows to have been chosen by the company. As each bird's name is called, the owner must imitate its note as well as he can, but when the owl is named, all hands must be put behind the chairs and remain there until the next bird's name is mentioned. When the Bird-catcher cries, "All the birds!" the players must together give their various imitations of birds; should any player fail to give the cry when his bird is named, or forget to put his hands behind his chair, he has to change places with the Bird-catcher. [2]

BLOWING THE FEATHER

All but one of the players are seated on the floor, around a sheet or tablecloth. This is held tight about a foot and a half from the floor, a feather being placed in the middle. At a given

**BLOWING THE FEATHER**

signal from the leader the feather is blown from one to the other, high and low, never allowed to rest once. The player outside runs back and forth, trying to catch the feather. When he does succeed, the person on whom it rested or to whom it was nearest must take his place. [1]

BUZZ

A lively game is "Buzz." The guests are seated around the dining table. The one at the head of the table begins by saying "One," the next "Two," and so on; only the seventh person and every multiple of seven must remember to say "Buzz" instead; if they fail to do this they drop out of the ring, and the next begins with "One" again. The point of the game is to remember seven and the multiples of seven, viz.: 14, 21, 28, 35, etc. The one who holds out the longest is to receive a prize; the first to fall out of the ring is awarded the booby prize. [11]

CHARACTERS

One is selected as "Guesser." The others make remarks to him or question him as though he were the character they have in mind, until he can name the person thought of. [13]

COLIN MAILLARD

The company seat themselves in a circle, with "Colin Maillard" in the midst. His eyes are carefully bandaged, and this being done, the other players hastily change places, so as to put his memory of their arrangement at fault. Then he walks round the circle, and without first touching anybody (which is strictly forbidden) seats himself on the knees of one of the boys. If Colin dis-

covers the person on whose lap he is seated, the detected person changes places with him, but if, on the contrary, he makes a wrong guess, the company warn him of it by clapping their hands, and he passes on to some one else. A conductor may give hints as to the identity of the person whose name is to be guessed. [9]

COMIC CONCERT

Every one in the company chooses an imaginary musical instrument. One may be a violin, another a piano, a harp, and so on. The leader of the band also chooses one, say, the flute. He begins to play this imaginary instrument, running his fingers up and down it and tootling away in representation of the real instrument. As soon as he begins, the other players must follow suit; the piano player begins to strum an imaginary piano, the violin player to wield his bow, and so on — not only must the players imitate the actions, but also the sounds which proceed from the various instruments.

During the concert the leader will suddenly cease playing his flute and commence playing the violin, when the violin player must take up the leader's discarded flute-playing. Presently the leader will change again. A boy who fails to take up the leader's instrument must take the leader's place and likewise pay a forfeit. [2]

COUNTING THE WORDS

Let some one read aloud half a page from a book, pronouncing the words with moderate rapidity. As he reads, let the members of the company try to count his words. The one who comes the nearest to the truth in his estimate is judged the victor. [15]

FIVE MINUTES' CONVERSATION

The topics are drawn by lot, from a prepared list. Those present must converse with their neighbors for five minutes on the subject drawn. [13]

GEOGRAPHICAL LETTERS

This game may be played by as many people as can be seated comfortably around a dining-room table. From a bowl filled with anagram letters the leader throws one letter on the table face up, and the player who first calls a geographical noun beginning with that letter takes the letter.

No name may be given twice. When the bowl is empty, each player counts his letters, and one who has the most receives a prize. This game may also be played progressively.

HUNT THE RING

For this game a long piece of string is required. On this a ring is threaded, and the ends of the string are knotted together. The players, seated

in a circle, place their hands loosely on the string, back up, while one of the company, who is called the hunter, stands in the center. The ring must be passed rapidly round and round under the hands, the players trying to prevent the hunter from finding out who holds it. As soon as he has done this he takes his place in the circle, while the person under whose hand the ring was found becomes the "hunter."

JOHN BROWN'S BODY

Get some one to play "John Brown's Body," then leave the last word out each time the verse is sung through, until all the words have been left out but "John." When any one sings a word that should be left out, he pays a forfeit. [28]

LAUGH A LITTLE

The players sit in a circle with one in the middle for leader. The leader must be one who laughs heartily but can control himself quickly. He begins the game by throwing a plain, white handkerchief up in the air, as high as he can, and while it is in the air every one must laugh, but the minute it touches the floor there must be perfect silence. The leader must catch those who are still laughing and send them from the ring. The game goes on until every one is out of the circle. If there should happen to be one who

does n't laugh when the handkerchief is on the floor, he surely deserves a prize. [1]

NEW BLIND MAN'S BUFF

The one who is chosen for the "blind man" does not have his eyes bandaged, as in the old game. Stretch a sheet across a doorway or against one end of the room and place a light on a table some distance from the sheet. The "blind man" sits on the floor or on a low chair in front of the light, facing the sheet; he must be so low down that his shadow will not appear on the sheet.

The boys form a line and march slowly in single file between the light and the "blind man," who is not allowed to turn around. Thus their shadows are thrown on the sheet and, as they pass, the "blind man" must guess who they are. The boys may disguise their walk and height, so as to puzzle him.

As soon as the "blind man" guesses one correctly, that one takes the place of the "blind man," who joins the procession, and the game proceeds as before. The boys change places frequently so that the new "blind man" shall not know their positions. [1]

NOT I, SIR

The boys sit in chairs in a circle and are numbered in order. One is chosen to be teacher. He turns to some member of his class, and this conversation takes place:

Teacher. "I heard something about you, No. 2, sir."

Pupil. "What, sir, me, sir?"

Teacher. "Yes, sir, you, sir."

Pupil. "Not I, sir."

Teacher. "Who then, sir?"

Pupil. "No. 5, sir."

No. 5 then attempts to ask, "What, sir, me, sir?" before the teacher can say "No. 5 to the foot." If he fails, he goes to the foot of the class, but continues the dialogue with the teacher. The player at the head of the class when the game ends is declared winner. [5]

POETICAL BUTTERFLY

The leader names the rest after flowers, trees, birds, etc. Butterfly pretends to fly from one to the other, asking each for his story. Each must tell something about the tree or bird he represents, a story, legend, fact, quotation, or the like. [13]

POOR PUSSY

All the players sit in a circle, one being chosen out. This one kneels before each player in turn and says in pitiful tones: "Meow!" Each player, when addressed by "pussy" must say, without smiling, "Poor Pussy."

"Pussy" addresses each player three times, trying her best to make him laugh. If he does,

they exchange places, but if not, "pussy" moves on the next one. [1]

RUSSIAN GOSSIP

One reads or tells a little story in a whisper to his neighbor. The neighbor repeats, and so the tale goes around the room. The last statement is repeated aloud and compared with the original story.

SIMON SAYS

Seat the boys in a circle and choose one of the company to be the leader or Simon. His duty is to order all sorts of different things to be done, the funnier the better, which must be obeyed only when the order begins with "Simon says." As for instance, "Simon says, Thumbs up!" which of course all obey; then perhaps comes "Thumbs down!" which should not be obeyed, because the order did not commence with "Simon says."

Each time this rule is forgotten a forfeit must be paid.

"Hands over eyes," "Stamp the right foot," "Pull the left ear," etc., are examples of orders to be given. [2]

SIMPLE SIMON'S SILLY SMILE

All the boys sit in a circle, and one who is known to be witty is chosen as leader. He stands in the center of the circle and asks the most ridiculous questions he can think of.

The players when asked any questions must always answer, "Simple Simon's Silly Smile." No other answer will do, and whoever laughs or fails to say it correctly must pay a forfeit. [1]

SNEEZE

Assign to each of the boys one syllable of the formula "ish," "ash," "shoo." On a given signal each must shout out his syllable as loudly as possible, and a conglomerate sound like a gigantic sneeze will be the result. [24]

SPOON FUN

All the players but one sit in a circle. He is blindfolded and receives a spoon (a large one). He stands in the middle of the circle, then is turned around three times, and told to guess the name of the first person he touches with the spoon. He advances cautiously until he touches a boy, over whom he rubs the back of the spoon. The players must keep perfectly quiet, but they may assume any position to conceal their height and figure. After each guess, places are changed. [1]

SPELLING BEE

The old game of spelling bee, or spelling match, is still popular among the young folks. It can be used to advantage after the boys have played some active games. Choose sides and spell down the

lines alternately. Whenever a player misses he leaves the line. The side that is all out first loses.

Or all may stand in one line. When a player misses, he goes to the foot. This may be continued as long as may be desirable — not long enough to become tedious.

THE SEA AND HER BOYS

The players seat themselves in a circle, leaving out one of their number who represents the Sea. Each person having assumed the name of some fish, the Sea walks slowly round outside the ring, calling the rest one after another by the titles they have adopted. Each one, on hearing his name pronounced, rises and follows the Sea. When all have thus left their seats, the Sea begins to run about exclaiming, "The sea is troubled, the sea is troubled!" and then suddenly seats himself, an example immediately followed by his companions. The one who, less prompt than the others, fails to secure a chair, becomes the Sea and continues the game as before. [9]

TRADES OF NEW YORK

One boy is sent out of the room. The leader gives the others the names of different trades. When the boy returns, each person must begin to make motions appropriate to his own trade, the tailor that of sewing, etc. The person whose trade

is guessed first goes out next. As none have told their trades, it is not necessary to change until all are guessed. [16]

WHO IS HE?

One of the players describes some celebrated person by giving four traits in his character, personal appearance, etc. For instance: "He was a man of iron will; a great orator; he wore remarkable collars; he is dead." The boys would have little difficulty in recognizing the late Mr. Gladstone. The players are allowed one guess each; for every other guess they must pay a forfeit. [2]

II. CHARADES

Half the group is sent out of the room. If there are double doors or portières, so much the better. The group of boys outside think of some word which can be represented in pantomime or in tableau. Before charades are given, there should be a preparatory announcement, in which is stated the number of syllables the word contains; also whether the first scene represents the whole word, the separate syllables being represented afterward, or vice versa. At the close of the acting a chance is given to guess the word.

Here is a simple charade. Two boys meet, shake hands, and each remarks, "How do you do, Doc?" The answer is *paradox* (a pair of doc's).

BANDAGE

Act 1 — *Band*: Several boys having different musical instruments, as a cornet, a flute, a violin, a mouth-organ, a drum, etc., march upon the stage and take places in a double or triple row. Placing their instruments in position as for a musical performance, they go through the motions of playing, then march off again.

Act 2 — *Age*: A man and woman, in apparently extreme old age, bent nearly double, carrying

canes upon which they lean heavily with every appearance of decrepitude, hobble slowly across the stage and disappear.

Act 3 — *Bandage*: A youth with a large gash upon his arm (made with red paint) is showing the wound to a girl, who, shuddering, hastily procures a large handkerchief or piece of linen and dexterously proceeds to bandage the wounded arm, after which they walk off the stage, the youth leaning on the girl's arm as though he were very weak.

PHANTOM

Act 1 — *Fan*: Two boys enter, wearing straw hats. One appears to be overcome with heat. The other helps him to lie down, loosens his collar and fans him vigorously with his hat. Boards, newspapers, etc., should be lying around on the floor. These are used one after another to fan the disabled boy. Finally his comrade picks up a feather and fans him carefully with that.

Act 2 — *Tom*: A third boy passes through the room, with a closed basket, which he proceeds to open. The sick boy raises himself to watch the operation. In the basket is a large cat, with a card on his neck, having the letters T O M plainly printed thereon. As the cat is taken from the basket, the card must be turned so that the audience may plainly see the name. The boys look delighted, forget all about the heat, and caress the cat till the curtain falls.

Act 3 — *Phantom*: The two boys are apparently enjoying a pleasant chat, when a tall figure dressed in a sheet or other ghost-like apparel, appears, and beckons with outstretched hand. The frightened boys shrink back and still the specter beckons till the curtain falls.

RAINBOW

Act 1 — *Rain*: Six or eight or more persons walk across the stage by ones or twos dressed in rainy-day attire, some wearing gossamer water-proofs, and all carrying raised umbrellas. Some step carefully, as though avoiding puddles.

Act 2 — *Bow*: A young man enters with violin. Placing it in position for playing, he finds the bow is missing. He looks here and there for it. While looking he picks up a piece of ribbon, which he ties tastefully in a bow on the end of his violin. At length he finds the lost bow, and with a pleased look he proceeds to rosin it, and flourish it about in the air.

Act 3 — *Rainbow*: A blackboard or a large sheet of paper is hung in sight of the audience. Faint tracings of a rainbow, invisible at a distance, have been made. The performer, armed with colored chalk or crayon, fills in the picture, with many flourishes.

PARENT

Act 1 — *Pay*: A gentleman is seated at a desk on which are papers and a bag of money. Enter employees, one at a time, to each of whom he pays a sum of money. They pass out as they receive it.

Act 2 — *Rent*: A notice of "Houses for sale or rent" is posted up and a man is standing looking at it, as though carefully reading it. His coat has a large rent in the back, to which a small boy is pointing and laughing.

Act 3 — *Parent*: A man in dressing-gown and slippers is sitting in a rocking chair, with a small child or doll upon his knee, which he dandles and caresses.

FELINE

Act 1 — *Fee*: An invalid sits in a rocking chair, a white cloth about his head, blankets over his shoulders, feet in a pail. The doctor enters — tall hat, spectacles, medicine case, cane, etc. — and removing overcoat, examines patient, feeling pulse, pulling out his watch, looking at patient's tongue, and tapping on the chest to see if the lungs are all right. The patient takes pills and then pays the doctor his fee.

Act 2 — *Line*: A lone fisherman is perched on the back of a chair; he has considerable trouble arranging his line, getting out the snarls and tying broken places. At last he throws his hook (an old spoon or safety-pin or bent wire) behind

a lounge or table, out of sight; there a confederate fastens on the ridiculous articles caught. The line breaks and has to be tied, the fisherman at last pulls hard and the line gives way. He falls backwards. Curtain.

Act 3 — *Feline*: The scene is a sleeping room in a hotel; a guest is shown in by a clerk, with candle and valise. He prepares for his couch by removing shoes, coat and vest and by putting on a nightcap. He blows out the candle, lies down and begins snoring. A cat begins yelling outside; the sleeper wakes and recklessly throws boots in the direction of yelling cat; glass is heard to smash. The yelling continues, and the guest keeps throwing until all articles of ammunition are exhausted; the valise itself being the last to go. The guest then lights the candle, and starts out to find the clerk.

ALL IS NOT GOLD THAT GLITTERS

PROVERB TO BE GUESSED

A pair of country people are taking a walk. They pretend to be gazing into shop windows and to be amazed at the novel sights which they see on every side. They walk arm in arm, and often look tenderly at each other. Soon they are met by a peddler with a tray full of fancy goods. He stops the couple and calls their attention to his wares. They seem delighted with the articles which he holds up, one by one, for their inspection.

At last they fix upon a large bracelet made of a band of sheet-iron covered with gold paper. They spend much time in discussing the price, and the man says, "Is it gold?" "Sure, it certainly is gold," says the peddler, rubbing his ear with one hand. "If you are sure it is gold," says the bumpkin, "I will give you six dollars for it." "Ten dollars is the lowest," says the peddler; and, after much chaffering, the bracelet is purchased for six dollars and a half, and the man proudly clasps it upon the arm of his friend, rejoicing that he has outwitted the peddler. They continue their walk till the lady, after constantly looking at her new bracelet, rubs it with her handkerchief to brighten it. What is her horror to see the gold rub off and the iron slowly come to light under the process. The woman cries and the man sets out, with uplifted stick, in eager but fruitless pursuit of the deceitful peddler.

FINE FEATHERS DO NOT MAKE FINE BIRDS

PROVERB TO BE GUESSED

A fop enters and struts about, with eye-glasses and cane, seeming too proud to speak to common people. A negro girl enters, carrying a basket of clothes on her head, and the fop eyes her with disgust as she passes him, knocking off his hat accidentally with her basket. He is very angry and shakes his fist at her as she goes out of sight.

But his manner suddenly changes when he sees a lady with a showy bonnet, thick veil, and elegant cloak, and he makes the lowest bow to her as she advances. The lady, however, pays him no attention, being very much annoyed at his rudeness, but passes out of sight rapidly. The fop still lingers, sucking the head of his cane, and putting on airs, when he again beholds the same costume approaching. Gaining courage, the fop sidles up and offers his arm to the lady, who accepts it, to his delight, and they walk up and down together. He tries in vain to get a view of her face, which she keeps averted, but finally relents and lifts her veil, when he beholds the same colored woman that he met at first, who has put on the bonnet and cloak of her mistress, who immediately enters. Both women laugh at the discomfited fop, who slinks away in disgust as the curtain falls.

WORDS THAT ARE GOOD FOR CHARADES

Attenuate (At-ten-you-ate)
Ingratiate (In-gray-she-ate)
Catering (Kate, her ring)
Commentator (Common Irish potato — tater)
Heroes (He rows)
Tennessee (Ten, I see)
Penitent (Pen-i-tent)
Necklace (Neck-lace)
Pantry (Pan-tree)

Carpet (Car-pet)
Shylock (Shy-lock)
Welcome (Well-come)
Horsemanship (Horse-man-ship)
Sack-cloth (Sack-cloth)
Sweepstake (Sweep-stake)
Antidote (ant-t-dote)
Football (Foot-ball)
Bridegroom (Bride-groom)
Sunday (Sun-day)
Definite (Deaf-in-ate)
Snowball (Snow-ball)

III. SOCIALS

AEROPLANE SOCIAL

This is the age of the aeroplane. Every boy is interested and is anxious to construct one for himself, and such a social will appeal to him. Assign to each boy invited a particular kind of aeroplane to represent. The following list can be used: Baldwin, Moisant, Curtiss, Wright, Blériot, Queen, Morane, Willard, McCurdy, Graham White, Nieuport, Burgess, Déperdussin, Farman, and Dirigible Balloons.

Have each boy bring a model or picture of the aeroplane he represents and be prepared to tell all about it — the inventor's name, its records, when they were made, and its probable future success. This should be worked up several weeks in advance. The suggested list of refreshments may be printed on cards, the boys guessing and ordering what they desire.

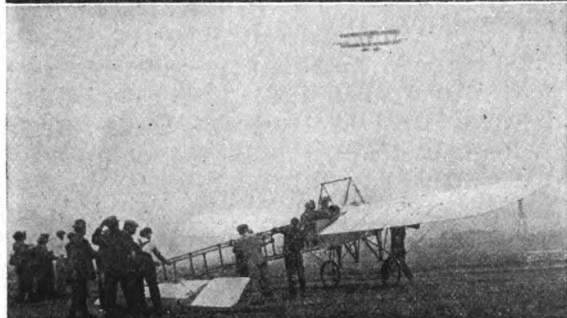
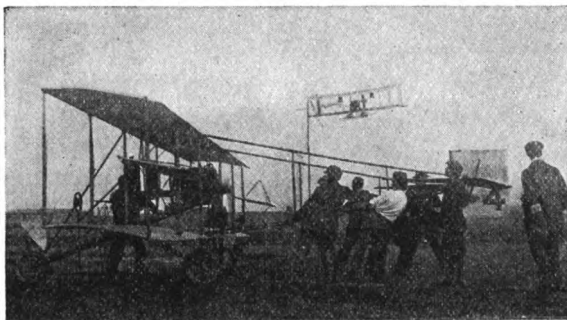
Altitude Record — Long Finger Rolls.

Long Distance Record — Frankfurters.

Figure Eight — Pretzels.

Spiral Dips — Chocolate coated cookies.

Black Clouds — Coffee.



AEROPLANE SOCIAL

Gasoline — Water.

Motor — Ice cream in paper cups, to represent motors.

AGRICULTURAL SOCIAL

Every boy represents a vegetable or some grain or fruit. He comes prepared to tell how it is planted, cared for and marketed.

The following games may be played: Disguised Vegetables, Animal Show, Corn and Beans, Apple Snapping, Potato Joust, Potato Juggling.

AN ANIMAL SOCIAL

Before the social, assign to different boys recitations or compositions about animals to be read or recited. For a competition, pass around pencil and paper. On half the sheet a picture of the animal is to be drawn, a description being written on the remaining space. The best receives a prize.

The following games may be played: Animal Show, Modeling, Twisted Animals, The Farmyard, Fourpaws' Menagerie, Beast, Bird and Fish, Pin Tail on Donkey. The boy imitating the cry of an animal the best receives a prize. Little animal crackers might form a part of the refreshments.

APPLE SOCIAL

Put on cardboard the names of several kinds of apples, with the same figure under each letter of a name — 1 for pippin, 2 for baldwin, etc.

P I P P I N

1 1 1 1 1 1

B A L D W I N

2 2 2 2 2 2 2

Cut all the numbered letters apart, having enough to provide one card for each person. After mixing them well, distribute promiscuously through the audience. Then explain that all having the number 1 on their cards are to get together, all having the number 2 on their cards to get together some distance from the other group, and so on, until all are in their respective groups, when it should be announced that each group will have, say, fifteen minutes to find out what the cards spell, and to write a poem on their apple. One from each group reads the poem. Let three judges decide on the three best poems, and a good wit present to the best of the three a B. A. P. (Big Apple Pie), to the next best a L. A. P. (Little Apple Pie), and to the third N. A. P. (No Apple Pie); the last prize should look very rich and juicy, but be filled with cotton. The winners must divide their pies before the audience. Secrecy is a big part of the fun in this contest.

[28]

ARMY AND NAVY SOCIAL

Divide the boys into two groups, one to represent the army, the other the navy. The room should be decorated with flags, guns, war relics, etc. Also an old soldier might be induced to attend, to tell some war stories. The boys representing each group should bring pictures, etc., to show the features and modes of camp life, pastimes, etc.; also weapons used, division of men, how trained, terms of service, pay, etc.

Any of the competitive games may be played by the two groups. For refreshments a regular soldier's dinner may be served — pork and beans, coffee, hard-tack, corned beef, and potatoes.

ATHLETIC MEET SOCIAL

1. Event — 100-yard dash. Use game. Blow Race.
2. Event — Tug of War. Use game. One-leg Tug of War.
3. Event — High Jump. Use game. Jumping through fingers.
4. Event — Relay Race. Use game. Peanut Relay Race.
5. Event — Hammer Throw. Use game. Throw Disk.
6. Event — Wrestling. Use game. Hand Wrestling.
7. Event — Shot Put. Use game. Ring the Bell.

8. Event — 20-yard dash. Use game. Horsemen.

Divide the boys into two teams to contest against each other. The side scoring the greatest number of points wins.

AUDUBON OR BIRD SOCIAL

Obtain as many live and mounted birds as possible to show the boys. Place pictures of birds on one side of the room, numbered, and give the boys half an hour to guess their names. If you can get some bird lover to come and give the boys a talk on birds, it will add to the interest. The following games may be played: Beast, Bird, Fish; Hidden Birds; Farmyard; Cock Fighting; Bird Catcher.

AUTOMOBILE SOCIAL

Decorate the room with numbered pictures of various makes of machines. Pencils and paper are given to the boys, and the one guessing the greatest number of machines in half an hour gets a prize. If any boy is familiar with a particular kind of machine, opportunity may be given him to explain its merits. Some garage manager might be induced to come and give the boys a talk. A mock automobile race that will create a lot of fun consists in rolling a bean over a given course with a toothpick.

BASEBALL SOCIAL

Draw a diamond on the floor with chalk, representing bases, etc. Decorate the room with bats, masks, balls, and league pennants. When inviting the boys, notify them that they are to represent various prominent league teams. These can be selected beforehand so as to create enthusiasm for the events. Let the boys come in baseball suits, marked with the colors of the teams they represent. The following teams may be represented:

National League

Chicago, New York, Philadelphia, Pittsburg, St. Louis, Cincinnati, Brooklyn and Boston.

American League

Detroit, Philadelphia, Chicago, New York, Boston, Cleveland, Washington and St. Louis.

Records, etc., of the various teams may be recited by their representatives. A short talk on "Play the Game" may be given by some Christian baseball fan. The following games may be played: Indoor Baseball (both games), Baseball Buzz, Parlor Ball.

For refreshments the menu suggested in Hints for Refreshments under "A Boy's Baseball Luncheon" may be used.

The following may be recited by a clever boy:

A Ball Game

The game opened with Molasses at the stick. Whooping cough was catching. Jack was in the box when he wasn't out. Horn was playing at first base and Fiddle at second base. Corn was in the field and Apple was umpire. When Ax came to bat he chopped, and Jack let Brick Walk and Sawdust fill the bases. Song made a hit and Twenty made a score. Every foot of ground kicked. Then Balloon started to pitch, but went up in the air. Then Cherry tried it but he was a wild one. When Spider caught a fly the crowd cheered. Old Ice kept cooling the game until he was hit by a pitched ball and then you ought to have heard Ice scream. Cabbage had a good head, but unfortunately got it busted. Old grass, although Green, covered lots of ground in the field. Organ refused to play. Bread loafed and they put him out. In the fifth inning Wind began to blow about what he could do and Hammer began to knock, then trees began to leave. Knife was put out for cutting first base. They all kicked when Light was put out. The way they roasted Peanut was a fright. Balloon went up in the air again when Pigs began to root. The score was 1 to 0 when Apple told Fiddle to take the base. Oats was shocked. Song made another hit and Trombone tried to slide, but was put out. Meat was put on the plate, but he could not stand being roasted. Palm Leaf fanned out and the game was over. The score was 1 to 0. Then you should have heard the Pigs root. Dogs went wild. Cabbage lost his head. Knife gave Bread an under cut. Order was at last restored. Door said if he had pitched the game he would have shut them out. — *Selected.*

CAMP EXPERIENCE SOCIAL

Pitch a tent in the room when the social is to be held, and arrange cots, camp stools, cooking utensils, artificial fire, etc., giving it all the appear-

ance of a camp. Have the boys who have been to camp give their experiences, camp yells, songs, etc. Some one may also give a talk on the benefits of camp life and how our race has developed from a *camping race*. Camp stories and stories about hunting, trapping, etc., may be added. The following games may be played with interest: Peanut Hunt, Egg and Potato Race, Cock Fight, Blow Race.

For refreshments, if a fireplace is in the room, make coffee and roast frankfurters, to put in sliced buns. Marshmallows also may be toasted.

CHESTNUT-ROAST

Obtain a quantity of chestnuts, according to the number of boys invited, and hide them in various corners of the room. When the boys have arrived, announce a chestnut hunt. After the nuts are all found they may be roasted over a grate fire.

COLLEGE SOCIAL

Decorate the room with different college pennants. Notify each boy to come prepared to represent a college. It is best to assign a particular college and a number to each one. The boy who represents Princeton can get a picture of some crown prince, and a picture of a loaded ton of coal. These should be pinned upon his coat to aid the others in guessing what college he represents. The boy who represents Mount Holyoke College wears



CAMP EXPERIENCE SOCIAL

a picture of a man mounting a horse; a small piece of cloth full of holes; and a picture of an oak tree.

Each boy is supplied with paper and pencil. He writes down as many names as possible, with the corresponding numbers. A prize is given to the one who guesses the greatest number of colleges. After that they all gather around the piano and sing college songs; games are played, such as Jenkins' Football, Parlor Football, Indoor Baseball, Fan-Ball, Baseball Buzz, or Parlor Ball. Each one present has three minutes to tell about the college he represents, giving the date when it was organized, location, president, number of students, number of volumes in the library, college colors and college yell.¹

COIN SOCIAL

Coin collecting is another hobby with boys. Get the boys to bring their collections and show them. The boys with the two best collections may be captains on two sides for competitive games. A group of coins is placed on a table, and the boy guessing the greatest number right receives a prize. Among the games for this affair are: Things Found on a Penny, Scouts, Catch Penny, Coin and Card Snap.

CONGRESSIONAL SOCIAL

Arrange the chairs to imitate the Senate chamber. The boys represent various senators in

¹ Information about different colleges may be found in the *World's Almanac* or *Tribune Almanac*.

burlesque, engaging in a discussion upon some of the leading topics of the day. This can be made very interesting if prepared beforehand.

COW-BOY SOCIAL

Boys are always interested in the life of the plains. Ask the guests to come dressed as cow-boys, so far as possible, and to give readings and recitations on western life. Gather together as many suitable books and pictures as can be obtained. The following contests may be promoted: A Lariat Throwing Contest, Pistol Shooting (air guns with rubber-tipped arrows), Quoit Throwing (rubber quoits), Steer Tying (wrapping five yards of rope around a large chair so that the four legs and head — back of chair — are securely tied).

If the room has a fireplace, build a fire and have the boys gather around and tell cow-boy stories. Then serve refreshments.

ELECTRICAL SOCIAL

Collect as many things that will illustrate the use of electricity as you can find — motors, batteries, magnets, bells, lights, etc. — and get some one to explain their working to the boys. A machine for the development of frictional electricity, some Leyden jars, Crookes' tubes and the like will be of interest. Put up complete electric bell line and explain. A telegraph instrument with an operator may easily be procured. Run the lines around

the room, and use, if you can, the regular insulators and poles. Select some one to manipulate the instrument—it makes no difference whether he understands telegraphy or not. He is to pretend to receive messages. He will write them out upon regular telegraph blanks, deliver them to an attendant, and hand them to the proper persons. Mild shocks may be administered to all.

An older boy or a man might come dressed to represent Benjamin Franklin. He would show the kite and key with which he drew lightning from the clouds and describe the event. Modern discovery might be represented by a man made up to look like Edison. The recent "Life of Edison" would furnish plenty of material for a talk.

FISHING SOCIAL

Have the boys bring all the pictures they can of various fish, to be hung up on one side of the room. They are numbered, and pencils and papers are passed to the boys, who have thirty minutes to guess the names of the fish. The one guessing the greatest number right receives a prize. Arrange for a display of fishing-rods, fish-hooks, etc., to show the different methods of catching various fish. Get each boy present to explain how his favorite fish is caught. If possible, bring in a man who is interested in fishing, to tell some of his experiences. A miniature fish pond would add to the fun. Among the games that may be played are: Hidden

Fish, The Lone Fisherman, Beast, Bird or Fish, Twisted Fish.

FLOWER SOCIAL

Each boy contributes a bunch of flowers, including as many different kinds as possible, to help decorate the room. These can be given to invalids after the social. On one side of the room pictures of various flowers are to be placed, numbered, and the boys may have half an hour to guess the names of each. The one guessing the greatest number right receives a prize. If possible get every boy to bring a pressed wild flower, being prepared to tell all about it. The following games may be played: Hidden Flowers, Botanical Puzzle, Disguised Flowers, Flower Petal Guess, Twisted Flowers.

FOOTBALL SOCIAL

Chalk upon the floor the lines of a football field, with goal posts, etc. Decorate the room with college pennants, footballs, etc. To be most effective, this social should be held during the football season. The boys should be divided into two football teams, each representing a well-known local or a college team. The following contests, or any of the competitive games, may be arranged between the teams: Parlor Football, Jenkins' Football, Foot Pushing Contest.

"GET THERE" SOCIAL

This is a social planned to inspire the boys to succeed in life. Ask them to come prepared to represent the successful men they admire, such as Lincoln, Franklin, Carnegie, etc. For example, the boy representing Lincoln can draw on a piece of paper the picture of a chain link and a boy sitting on a horse (Link-on). This can be pinned to his coat for the other boys to guess. The boy guessing the greatest number of men represented is to be the editor of a list of maxims suggested by the boys present as to the best way for winning success. Pictures of successful men are pinned on the wall in various places and the boys write on slips of paper the names of the men they represent. On these slips quotations about success have been written beforehand. After this is over, the boys make a list of words out of "Opportunity." Some one reads a biography of a successful man, especially laying emphasis upon the boy life and how he laid the foundation for greatness. Competitive games may be played to demonstrate the element of fair play and that "play-the-game" spirit which counts in business and professional life. A live talk by a successful business or professional man who has stuck to the highest ideals may be introduced.

HOBBY SOCIAL

Persuade some man in town, who has a hobby, such as bird or butterfly collecting, Indian relics, stamps, etc., to give an evening to the boys and bring his collection, whatever it is, to show the boys, adding a talk about his hobby. If time permits, some lively competitive games may be played.

HOURS WITH AUTHORS

I. *Quotation Studies*

1. The quotations must be given out a week in advance, the author looked up, the life lesson thought out, and a brief biography of the author written. Any other authors and quotations may be substituted.

(1) "Next to the originator of a good sentence is the first quoter of it."

(2) "Who will not mercy unto others show,
How can he mercy ever hope to have?"

(3) "Good name in man and woman is the immediate jewel of their souls."

(4) "To tell a falsehood is like the cut of a sabre; for, though the wound may heal, the scar of it will remain."

(5) "Borrow neither money nor time of your neighbor; both are of equal value."

(6) "Do what conscience says is right;
Do what reason says is best;
Do with all your mind and might;
Do your duty and be blest!"

(7) "Bad manners are a species of bad morals."

(8) "Be noble! and the nobleness that lies
In other men, sleeping, but never dead,
Will rise in majesty to meet thine own."

- (9) "Our lives are albums, written through
 With good or ill, with false or true;
 And as the blessed angels turn
 The pages of our years,
 God grant they read the good with smiles,
 And blot the ill with tears."
- (10) "Do thy best all around; keep good company, read
 good books, love good things, and cultivate soul
 and body as faithfully and wisely as you can."

2. Make an alphabetical selection of quotations from the writings of: Whittier, Lowell, Longfellow, Holmes, George William Curtis, Louisa Alcott, Phillips Brooks, Howells.

3. Select ten quotations concerning each of the following subjects: Ambition, Behavior, Cheerfulness, Courtesy, Enthusiasm, Greatness, Hope, Immortality, Lowliness, Obedience.

II. *Hours with Poets and Novelists*

1. AN AFTERNOON WITH LONGFELLOW

- (1) Song — "Excelsior."
 (2) Recitations — "The Wreck of the Hesperus," "The Old Clock on the Stairs."
 (3) Song — "The Bridge."
 (4) Recitation from "The Courtship of Miles Standish."
 (5) Song — "The Day is Done."
 (6) Recitation — "Paul Revere's Ride."

2. ANECDOTES OF AUTHORS.

Give an anecdote of each of five different authors, or five anecdotes of the same author. Use appropriate poems and songs.

3. GOLDSMITH AND HIS ASSOCIATES.

- (1) A short biography of Goldsmith, combined with his own description of the "Deserted Village."

- (2) His characteristics.
- (3) His relations with: Johnson, Garrick, Gibbon, Reynolds, Burke.
- (4) Description of Green Arbor Court.
- (5) The dinners of the "Liberty Club."
- (6) History of the poem "Retaliation."
- (7) Autograph Letters.
- (8) Anecdotes of the man and his friends.
- (9) The success of "The Good Natured Man."
- (10) Death.
- (11) Selection from his work.
(Read Irving's Biography of Goldsmith.)
— *Contributed by Adelaide Gordon.*

HUNTSMAN SOCIAL

Furnish the room like a hunter's lodge, with guns, shoes, skins, heads of animals, etc. Describe the hunting trips of Theodore Roosevelt and other noted hunters. Build a fire in the fireplace, and while the boys are seated around it, tell stories about the hunting of different animals. The following games may be played: Twisted Animals, Chase the Rabbit, The Huntsman, The Sportsman, Wild Animals, Bear Fight, Deer Stalking.

INDIAN SOCIAL

Invitations may be printed or written on birch bark, or on paper cut into the shapes of tomahawks, tepees, etc. The room is decorated with Indian blankets, tomahawks, bows and arrows, war clubs, colored photographs, etc. A wigwam may be made and set in one of the corners. The boys

are to come dressed up as Indians, the one who makes the best Indian receiving a prize. A bow-and-arrow contest may be held in one room. Rubber-tipped arrows should be used. Feather-blowing contests, The Sportsman and Stage Coach are well suited to such an entertainment. If there is a grate in the room, build a large fire and put out all the lights. Indian stories and legends should be told by good story tellers. For refreshments, serve Hiawatha cakes, Pappoose rolls, Arrowhead salad and Tomahawk coffee.

INTERNATIONAL SOCIAL

Drape the room with flags of different nations and hang as many pictures as possible of interesting foreign scenes. Number each flag. Pass around pencil and paper and ask every one present to write down the nations which the flags represent. As many of the guests as possible should come dressed to represent various nations. The songs of the leading nations should be sung—the familiar ones by everybody and the less known ones as solos. Recitations may be given in various languages or in humorous dialect. Brief travel-talks are also in order. The following, published in *Judge* for July, 1911, may be used in a guessing contest:

Leading Nations in History

For the Lazy (Stag-nation).
For the Strong (Determi-nation).
For the Wicked (Profa-nation).
For the Angry (Indig-nation).
For the Trusts (Combi-nation).
For a Pretty Girl (Fasci-nation).
For the Mystic (Halluci-nation).
For the Priest (Ordi-nation).
For the Poet (Imagi-nation).
For a Traveler (Peregri-nation).
For the Argumentative (Ratioci-nation).
For a Worthy Cause (Dough-nation).
For the Apologetic (Expla-nation).
For the Schemer (Machi-nation).
For a Newspaper (Dissemi-nation).
For the Careful (Discrimi-nation).
For a Reformer (Fulmi-nation).
For a Candidate (Nomi-nation).
For the Gardener (Germi-nation).
For the Vicious (Extermi-nation).
For a Gas Company (Illumi-nation).
For a Philosopher (Rumi-nation).
For a Prophet (Divi-nation).
For a Spendthrift (Rui-nation).
For a Criminal (Condem-nation).
For a King (Coro-nation).
For an Actor (Imperso-nation).
For a Humorist (Cachin-nation).
For a Florist (Car-nation).

For a Slow Man (Procrasti-nation).
For the Fatalist (Predesti-nation).
For the Forgiving (Condo-nation).
The First of All Nations (Origi-nation).
The Last of All Nations (Termi-nation).

For refreshments, food representing various nations can be served: Sauer Kraut, Germany; French Rolls, France; Spaghetti, Italy; Potato, Ireland; Plum Pudding, England; Pie, America; Coffee, Brazil.

LAW SOCIAL

This social is very easily arranged, requiring little time and study and no expenditure of money, except for refreshments. It is so amusing that it may be repeated often, with variations. Several days before the evening on which it is to be held, announcements somewhat as follows should be placed where they will attract attention:

TAKE NOTICE

Next Friday evening, Mr. Foxyface will be tried before Judge Know-It-All for stealing a cambric needle from Miss Dainty Fingers. Friends of both parties are invited to be present, and each should bring thirty cents, which will pay for admission and refreshments, as well as for the privilege of listening to the eloquent lawyers, Mr. Long-tongue, attorney for the State, and Mr. Gas, attorney for defendant.

The social will be more successful if the managers know how to keep a secret. No one should be permitted to know the real names of the parties,

and all will be curious as to who will take the different parts. The sillier the cause of dispute, the more fun it will make. The witnesses should be chosen from the crowd, as the answers which have not been studied are usually the most mirth-provoking. There is no community but boasts at least one citizen who has some knowledge of law and can give even unskilled "attorneys" enough pointers to enable them to conduct a law-suit in a manner entirely satisfactory to the audience.

A few directions may assist those who have seldom seen a court room. A very high desk should be provided for the judge, who, of course, will be dressed in a long gown, and have a gavel in his hand with which to pound the desk when he wishes to call the meeting to order. A table is provided for the attorneys, who sit opposite each other, with their clients near them. The judge calls the case by saying, for instance: "State of against Dr. L. Foxyface." The indictment may be read by the clerk. This indictment may be made very funny, if there is some one in the community having a little ingenuity, but is good if copied directly from a law book.

After the indictment is read, the prisoner is asked whether he pleads guilty or not guilty; then the prosecuting attorney arises and, in a short speech, tells what he expects to prove against the defendant. Next he calls one of his witnesses and questions him, wording his questions so as to draw out such answers as will help his side. There will

be a great deal of fun in this, as the witnesses do not know until called upon that they are to take any part in the affair and are quite likely to answer in a way that will greatly embarrass the one they are supposed to help. As soon as the first attorney says he is through with the witness, the other attorney cross-examines him.

When the prosecuting attorney has exhausted his list of witnesses, the attorney for the defence makes a little speech giving his views of the case and telling what he expects to prove, and then calls his witnesses. It is best to limit the number of witnesses, taking them from a list prepared before the trial began.

When all the witnesses have been examined, the attorneys make short speeches, and the judge charges the jury in a funny little address. The jury should not take long for a decision. If the trial is long and interesting, it is a good plan to serve the refreshments as soon as the prosecuting attorney is done with his witnesses, continuing the lawsuit afterwards.

— *Contributed by Adelaide Gordon.*

MAGAZINE SOCIAL

Announce to the boys a week in advance that they are invited to a magazine social and that they will be expected to contribute something to make a real magazine. Also tell them to learn all they can about magazines, the way they are made, edited,

etc. When the boys arrive, copies of old magazines and slips of paper are handed to them. The boy making the longest list of the names of magazines is elected editor of "Boy Life" or "Boys' Magazine," or whatever name they may choose. More slips are passed around and the boy making the longest list of words out of the letters found in the word "magazine" is elected business manager. The editor assigns each contributor to one of the different departments, such as camping, fishing, hunting, boating, automobiles, aeroplanes, etc., so that each boy present shall have something to write about. The business manager is to secure advertisements for the magazine. The old magazines may be cut up and the illustrations applied to the new articles. In fact, some of them will be written to fit the pictures. Plenty of pairs of scissors and an enormous paste pot should be on the table or tables. Some of the illustrations may be original and each article should have a carefully drawn initial letter, or one pasted in from an old magazine. After the boys have had half an hour to prepare articles, these are collected by the editor and arranged as in a real magazine. The result is then read to the entire company. If there is time critics may be appointed to give opinions on the artistic quality of the text and pictures. A local magazine writer or publisher may be induced to attend this social and give the boys a talk on the making of a real magazine.

MANUFACTURING SOCIAL

Boys use many articles, the making of which includes many interesting but little-known processes. Talks may be given about some of the leading things manufactured, by men or boys who have seen them made. For example: Weaving, casting, cabinet making, shoe making. A kite-making contest would be interesting, the prize being given to the boy making the best kite in the shortest time.

MINING SOCIAL

Boys generally would be glad to know something more about coal, iron, copper, tin, zinc, lead, etc. Each boy is asked to represent a different kind of ore and to come prepared to tell where it is found, how it is mined, and its use. The boys will also bring pictures or samples of ore. If a miniature mine could be rigged up, it would create a great deal of interest.

MUNICIPAL SOCIAL

This can be worked out along the same line as the Congressional Social. The boys may represent their local mayor, aldermen, and other officials, and join in a discussion of leading topics of the town. An alderman or other leading man ought to be invited, to give the boys a little talk on the conduct of city affairs.

MUSICAL EVENING

Invite players of as many different instruments as possible. A musical program such as the following may be rendered, followed by short sketches of the composers of the pieces. These should be prepared by the boys themselves.

1. Dance-music of Ye Olde Time.
 Bach — Gavotte.
 Mozart — Don Giovanni, Minuet.
2. Modern Dance Music.
 Schubert — The Lanciers.
 J. Strauss — Waltz Sounds from the Vienna Woods.
3. Military and Patriotic Strains.
 Sousa — Stars and Stripes Forever.
 Schubert — Military March.
4. Wedding Music.
 Mendelssohn — Wedding March.
 Wagner — Lohengrin Introduction.
5. Grand Opera Selections.
 Bizet — Carmen Potpourri.
 Puccini — La Boheme Valse de Musette.
6. Comic Opera Selections.
 Sullivan — The Mikado Potpourri.
 Herbert — Babes in Toyland.
7. Romantic Pieces.
 Mendelssohn — Spring Song.
 Schubert — Impromptu — Rosamonde.

Musical Medley and Musical Chairs are suitable games. Cut out from a catalogue pictures of

musical instruments and hang them on the wall, together with portraits of composers and performers. The boy guessing the greatest number right wins.

In preparing the musical program, a local choir-master or other experienced musician should be consulted. A few simple ballads might be sung in chorus by the boys themselves. Vocal solos should be introduced. A local pianist might help out with selections or with a little talk on music interspersed with illustrations of the different styles of composition. The element of humor should be emphasized, and the imitation of natural sounds, in musical compositions, will appeal to the boys.

NATIONAL CONUNDRUM SOCIAL

Four tables are arranged for a progressive game of National Conundrums. The tally-cards are small silk flags, and over the starry corner of each a piece of blue is sewn — blotting out the stars, which are to be restored one by one, as victory is marked, by pasting on the small gilt stars that are made to serve as counters for progressive games.

On the first table a small box, made to represent a firecracker, stands at each place. One contains a bit of paper, upon which is written the following:

1. Who was called Fuss and Feathers?
2. Who was known as Old Hickory?

3. What vessel was called Old Ironsides?

A second firecracker contains a paper with these questions:

4. Who was called the Rail-Splitter?

5. Whose nickname was Tippecanoe?

6. Who was called Old Rough and Ready?

On a third paper is written:

7. Who was called Brother Jonathan?

8. What was the real name of Stonewall Jackson?

9. What State was called the Mother of Presidents?

On the fourth paper are these:

10. Who was Little Mac?

11. What Revolutionary general was known as Mad Anthony?

12. What was the Terrapin Policy?

Papers are given upon which to write answers, which are collected by the hostess as torpedoes are dropped on the hearth. The two whose answers are most nearly correct move to the next table, the other two remaining for new questions — in other firecracker boxes.

The correct answers are:

1. General Scott.

2. Andrew Jackson.

3. The Frigate Constitution.

4. Abraham Lincoln.

5. William Henry Harrison.

6. Zachary Taylor.

7. Jonathan Trumbull, Governor of Connecticut.
8. Thomas Jonathan Jackson.
9. Virginia.
10. George B. McClellan.
11. General Wayne.
12. Jefferson's Embargo. The terrapin draws its head and feet into its shell when frightened.

Those seated at the four tables are to guess the names of cities of the United States, buried in the following sentences, written upon papers folded into cocked hats, a tri-color rosette being painted on the side of each:

1. He walks with a calm dignified air.
2. In hottest August, inertia seizes one.
3. Either must the arm be sinewy or knee-joint limber.
4. For ailment stomachic, a good laugh is the best medicine.
5. We played blind-man's buff a long time last night.
6. The religion of the Hindu Luther carefully investigated.
7. My burden verily is greater than I can bear.
8. In setting up the stove, make the zinc level and straight.
9. You may eat scrambled eggs or omelette.
10. With great pomp, aristocracy takes its airing in the park.

11. To a bargain sale, men never go.
12. Will he pay that rent? O no.

ANSWERS

- | | |
|-------------------|---------------|
| 1. Ithaca. | 7. Denver. |
| 2. St. Augustine. | 8. Cleveland. |
| 3. New York. | 9. Rome. |
| 4. Chicago. | 10. Paris. |
| 5. Buffalo. | 11. Salem. |
| 6. Duluth. | 12. Trenton. |

At the third table they are asked to answer punning questions on the common abbreviations of the names of States. These are written on booklets containing a few leaves, the covers of which are in imitation of the heraldic shield of the United States.

1. The most religious State?
2. The most egotistical State?
3. The State where the untidy should live?
4. The father of States?
5. The maidenly State?
6. The State for students?
7. The best State for miners?
8. The most unhealthy State?
9. The State to cure the Sick?
10. The decimal State?
11. A place of rest in time of floods?
12. The State of astonishment?

ANSWERS

- | | |
|----------|-----------|
| 1. Mass. | 7. Ore. |
| 2. Me. | 8. Ill. |
| 3. Wash. | 9. Md. |
| 4. Pa. | 10. Tenn. |
| 5. Miss. | 11. Ark. |
| 6. Conn. | 12. O. |

At the fourth table the little tally-booklets are in the form of liberty bells — the covers of silver paper, with the traditional “crack” indicated in sepia. Each contains half a dozen sentences supposed to be characteristic of well-known American authors, artists, statesmen, heroes, noted women, etc., the first letter of each word giving the initials of the person’s name; for example:

1. Thoroughly Reliable.
2. How Wonderfully Lyrical.
3. Grand Daring.
4. Many Merry Doings.
5. Rarely Proved Hardihood.
6. Justly Honored.
7. Notes Words.
8. Joyous Reformer.
9. Some Laughter Causes.
10. A True Marine.
11. Ever Ardent Artist.
12. Kindly, Dainty, Winsome.
13. Can Draw Girls.
14. Just Written Rhymes.

15. Roving Kinetoscope.
16. Much Enjoyed Writer.
17. Preacher Beloved.
18. Meritorious Actress.
19. Rebel Ever Loved.
20. Her Book Succeeds.

ANSWERS

1. Theodore Roosevelt.
2. Henry Wadsworth Longfellow.
3. George Dewey.
4. Mary Mapes Dodge.
5. Richmond Pearson Hobson.
6. John Hay.
7. Noah Webster.
8. Jacob Riis.
9. Samuel L. Clemens.
10. Alfred T. Mahan.
11. E. A. Abbey.
12. Kate Douglas Wiggin.
13. C. D. Gibson.
14. James Whitcomb Riley.
15. Rudyard Kipling.
16. Mary E. Wilkins.
17. Phillips Brooks.
18. Mary Anderson (Maude Adams).
19. Robert E. Lee.
20. Harriet Beecher Stowe.

The prizes may be a copy of a "History of the United States" by a well-known author; and the self-convicted "booby" may have presented to him

a small volume on the same subject, written for very young beginners.

— *Contributed by Adelaide Gordon.*

NATURE SOCIAL

The boys invited should come prepared to talk on some of the following subjects: Trees, Mountains, Flowers, Birds, Animals, Stars, Insects, Snakes, Rivers, Fish and Rocks. If possible, exhibit a small collection in a separate room. A man should give a simple talk on the origin of the earth and the development of geological forms and animal and plant life.

The following games may be played: Beast, Bird and Fish; Hidden Birds, Trees, Fish, Gems or Flowers; Disguised Flowers or Vegetables; Tree Game, Apple Snapping; Poetical Butterfly.

PALM SOCIAL

This is a warm weather social. Decorate with potted palms and have a generous supply of palm-leaf fans. An essay, story, chalk-talk, or stereopticon address on "A Journey in the Land of the Palm Trees" may be made entertaining, but should not be very long. In connection with this, pictures of the cocoanut palm especially may be shown. Then the guests are conducted, in small groups, into a room having the lights turned low or shaded, where a member of the Association disguised in

gypsy costume tells the fortune of each in turn, at a charge of five cents, or whatever patrons please to give. The fortunes are told from the lines on the palm of the hand, and should include marvelous achievements in the direction of the work for the Association, combined with humorous adventures and catastrophes, all adapted to the known tendencies, talents, and habits of the individual.

These fortunes, if conducted by a bright, ready talker, possessed of tact as well as wit, will furnish material enough for conversation and merriment among the main body of the guests as fast as the successive groups return and new ones take their places. A gypsy song such as "Esmeralda," may be rendered as a solo, either before or after the gypsy's reign; or it may be inserted during the waiting period before the first group returns, if the rooms are somewhat separated as to the penetration of sound. Serve ice cream, cocoanut cake, and iced lemonade for refreshments. [31]

PARLOR FIELD MEET

Event 1. 20-yard Dash.

This consists in carrying a blown egg in a teaspoon, from start to finish. The man finishing first with a whole egg receives first prize. He must hold the spoon in one extended hand, the other hand behind his back.

Event 2. Running Broad Grin.

Stand facing the audience, keeping a changeable but continuous pleasant smile. The one that does the best receives the first prize.

Event 3. Long Under Swing.

Stand, on the toes, on a two-inch strip of wood, reaching the hand back and up between the legs. The one whose hands reach the highest point behind the back, without fouling, receives first prize.

Fouling is falling backward off the stick. There is no foul in falling forward, as the competitor faces a tub of water!

Event 4. Continuous Glum.

The boy who can stand the longest before the audience, amid the jollyng of the crowd, without a faint smile, receives the prize.

Event 5. Candle Walk.

The one who can carry a lighted candle with one arm extended, the other behind the back, face forward, finishing first in the race, with his candle still lighted, receives the prize.

Event 6. Changeable Horse Laugh.

The one who can get in the most amusing and largest variety of laughs within a limited time receives a prize.

Event 7. Shot Put.

Throw peanuts into the mouth of a jug from a distance of four feet. The one who gets in the most peanuts in five trials receives the prize.

Event 8. Balance Juggle.

Sit on the pointed end of a jug and thread a needle. The one doing this in the shortest length of time receives the prize.

Event 9. Long Team Whistle.

The one who can keep whistling for the greatest length of time without using artificial means receives the prize.

Event 10. Flour Grasp.

Upon signal from the starter, the one who first secures a penny from a pan of flour with his teeth gets first prize. [18]

POST CARD EVENING

Cut pictures of well-known buildings into four or six pieces each, then shake all the pieces belonging to each picture together. Have as many envelopes as cards or pictures, each one containing as many pieces as each card is cut into. Pass these envelopes and then have the participant strive to find all the pieces which form a card. Be careful to have one piece in each envelope and a number on the back of it. For example:

Capital of United States.....	1
Congressional	2
Abe Lincoln	3

Thus each knows what to seek. After most have been found, have each one tell what his card represents and tell one interesting thing about it.

PHOTOGRAPHY SOCIAL

The boys collect from their friends the best and the worst specimens of their photographic work, including transparencies, blue prints, colored prints, out-of-focus photographs. The pictures should be ranged along the wall in groups, each headed by the name of the exhibitor. There should be a section devoted to old-fashioned portraits, the daguerreotypes and ambrotypes of our grandfathers. A vote should be taken to decide which picture shows the best workmanship. Part of the evening may be devoted to a careful explanation of the principles of photography, an opportunity being given for questions. The local humorist may come dressed as an old-fashioned tin-typer and take portraits (use picture post cards). A real flashlight of the whole company may be taken.

PRESIDENTIAL SOCIAL

The room is decorated to represent the White House. The boys who attend represent various presidents. Each will have the opportunity to tell

the rest when he was born, when he was elected, what party he belongs to, how long he served as president, the important measures of his administration, the difficulties he had with his cabinet and with the politicians. The one giving the best account of himself, by vote of the company, is awarded a prize.

The conundrums about famous Americans in "The National Conundrum Social" may be used. Some competitive games may be played between the presidents before 1860 and those after 1860.

PING-PONG SOCIAL

Divide the boys into teams and have them play against each other in single and double matches. Such a tournament takes up the entire evening. Prizes are awarded to the winners.

POLITICAL SOCIAL

First the voters are registered by the chairman of a registry board, who asks funny questions about name, age, color, etc. The answers are recorded in a book by clerks. When all have registered, announce the names of political parties — Free Silver, Free Wool, Free Lunch. The boys decide themselves which party they will join, and each of the groups adjourns to a separate room.

Here, going through with the regular forms, each party nominates its candidates for such offices as dog-catcher, pound-keeper, janitor of court house,

etc. Party platforms are adopted, and the separate divisions adjourn to meet in one large room.

Here representatives of each party present before the society three candidates and their platform. At the close the delegates vote in booths, a complete list of the candidates being posted in each. Stump-speeches may be made *ad libitum*, in the course of the evening, and campaign processions will form part of the fun. [15]

POSTER SOCIAL

Decorate the room with as many posters as possible, representing a variety of industries. Each boy brings a poster with him (original if possible), to be hung up at one end of the room. During the evening each boy has a chance to tell something about the business, industry, etc., which the poster represents. A prize is offered to the boy who brings the best poster.

Such games as Picture making, Modeling, Spoon Pictures, Magic Photography and Sculptor may be played.

PROGRESSIVE GAMES

Obtain a variety of small table games, such as Tiddledy-Winks, Fish Pond, Jack Straws, etc. Arrange them on tables, which are numbered. Pass cards with numbers corresponding to tables. Four players sit at each table.

Give ten minutes to each game. The winners receive a punch in their cards and advance to the

next table, the losers remaining. The boy having the greatest number of punches at the end of the game gets a prize.

POP-CORN SOCIAL

Decorate the room with strings of pop-corn of various colors. Provide pop-corn on the cob and let the boys shell it and pop it over a fire. Make pop-corn balls in various colors, etc. Bags of pop-corn may be put in all sorts of out-of-the-way places and a hunt organized.

RAILWAY SOCIAL

Arrange chairs like the seats of a railway coach, with an aisle down the center. If the party is a large one, place from four to six chairs crosswise on each side of the aisle, instead of two. Have the program fairly arranged previously. Gongs, bells, whistles and train noises are provided; also a conductor, brakeman, periodical and candy boy. When the train is well under way, start the program. The conductor in taking the tickets should have an argument with a man who won't pay, putting him off the train. Other features are monologues, dialogues between the passengers, and a group singing. The brakeman announces stations. After the items on the program — and the passengers — are exhausted, announce the end of the journey or dinner in the dining-car and adjourn for refreshments.

SENSE-TESTING SOCIAL

1. *To test sense-action.*

Arrange the boys in two lines, hand in hand, eyes closed. The leader squeezes the hands of the two end boys. The squeeze is transmitted rapidly down each line. The boys on the other end, when they receive the impulse, are to indicate it by raising their hands or shouting.

2. *To test the sight.*

Use game: Object Guessing.

3. *To test taste.*

Prepare various articles for the boys to taste.

4. *To test smell.*

Bring various fluids in bottles for the boys to smell.

5. *To test hearing.*

Use game: Counting the Words Musical Medley.

6. *To test feeling.*

Place articles in a bag, and one after another puts his hand in the bag, feels of the articles and guesses what they are.

Each boy is to keep a record on paper of each test. The one who gets all the tests right wins a prize.

SHADOW SOCIAL

Every boy knows how to make with his hands a shadow that will represent some animal. Hang a large sheet against one side of the room, so that shadows can be produced to the greatest advan-

tage, and ask the boys, one by one, to make shadow pictures. Paper and pencils are provided to record the guesses. Before the shadow is made, each boy is to register with the hostess the animal he will make, and the boy guessing the greatest number right gets a prize. The boys producing the best shadow and the greatest number of different designs also receive prizes.

SILHOUETTE SOCIAL

Procure some large sheets of manila paper, some hard pencils and a pair of sharp scissors. A boy is seated in a chair, the pose being such that a good profile may be obtained. Fasten a sheet of paper firmly to the wall and draw thereon the profile. The paper should then be numbered in the center of the reverse side, and the number, together with the boy's name, recorded in a note-book. Continue the process until all the boys have been drawn. Cut the profiles out, place them on a table and let each select his own profile. After all have selected their portraits, the numbers and names are read from the note-book. It will be interesting to vote on the prettiest profile and the best executed likeness. [29]

STAMP SOCIAL

Almost every boy collects stamps. Ask each one that is to attend the social to bring his stamp

album. Place a number of familiar stamps upon sheets of paper, numbered, and at the end of a half-hour award a prize to the boy guessing correctly the greatest number of countries represented. The boy bringing the best collection of stamps gets another prize.

STATES SOCIAL

Draw a map of the United States on the gymnasium or other uncarpeted floor. The boys who are invited represent the various States, wearing some characteristic costume or mark. Everything must be planned weeks ahead of time. The boys have the names of the present governor, the capital, the chief product, the State flower, State motto, etc., pinned on their clothing.

Each boy is supplied with pencil and paper, and, within thirty minutes, tries to get as much information as possible about the other States. The papers are handed in and the best receives a prize. A prize is also given to the one whose costume best represents his State. The boys stand in the map on their respective States, and sing "My Country, 'Tis of Thee" and other patriotic songs.

The following games may be played with profit: United States Mail; Presented at Court (or to the President of the United States); Postman; Sword Duel; Game of States. The conundrums on the States in "A National Conundrum Social"

can be used to advantage. The room is to be decorated with American flags.

SOAP BUBBLE SOCIAL

A large bowl of soapy water and a generous supply of clay pipes are the materials required for this social.

The boys divide into pairs and engage in contests to see which can blow the largest bubble. When a boy is defeated by his opponent, he is out of the game and two more contest. This continues until the best blower is found. Three trials are given to each contestant.

A word contest may be started to see which boy can form the greatest number of words out of the letters in "soap bubble." A prize is given to the one making the longest list in twenty minutes.

TAFFY-PULL

When the boys arrive, take them to the kitchen and put a big kettle of molasses on the stove. While it is boiling and cooling, various games may be played. Give each boy a small quantity on a plate. Other kinds of candy may also be made. It is well to choose a time when snow is on the ground so that the boys may set their hot plates in it. Pulling contests are in order between pairs of boys. A timekeeper should hold a watch and take the records of the different pairs. Those who show the finished product in the shortest time

get a prize. Encourage the boys to give part of the candy to some local institution, — orphanage or asylum, or let it be distributed to poor children by the boys themselves.

TALKING MACHINE SOCIAL

Borrow every make of talking machine on the market, with a good variety of records, and give a demonstration on each. These can be secured from dealers or private owners for the evening. If possible, get a record-maker and let all those in the room, in rapid succession, recite a line of verse, sing a snatch of song, or play a few notes on some instrument.' Then reproduce the conglomeration on the machine. This must be so planned and carried out that everybody will get a few words in the one record. Afterward some one may explain the way the machine is made, how it reproduces the music, and the many ways it is used.

A clever mimic may add to the evening's fun by hiding under a stand on which is a silent machine — or a rough imitation of one — and giving a burlesque number. He might announce imaginary records by members of the company and then take off their known peculiarities of speech; or sing a solo in falsetto under the name of Melba or Eames. He might give a mouth-organ imitation of an orchestra.

TRAP SOCIAL

The boys bring different kinds of traps they have made or borrowed, and pictures showing the use of them. At a stated time an explanation of the working of each trap is given, — where it is used, what it is supposed to catch, and how it was made.

Get some one to tell about the way Indians trap and stories of noted trappers, such as Daniel Boone and other early pioneers. If there happens to be an old trapper in town, or one familiar with trapping, have him attend and tell of his experiences.

TRICK SOCIAL

Almost every boy knows some kind of trick with cards, coins, knives, sticks, or with the hands. Ask the boys to come prepared to give their favorite tricks. If you can secure the services of some good sleight-of-hand performer, induce him to attend and entertain the boys for half an hour. Any of the trick games in this book may be played with advantage.

Menu

Free Drink (Water)
Brick and Mortar (Sandwiches)
Candy Water (Chocolate)
Toothache (Candy)

Picnic Lunch (Peanuts)
Pine Needles (Toothpicks)
The Boy's Delight (Cookies)
Compressed Brick (Ice Cream)
Ocean Extract (Salt)
Fire (Pepper)

WATER SOCIAL

Boats appeal to the boy. Display pictures of every kind of craft on the wall. Talks about various kinds of sailing vessels, motor boats and canoes, the use of bells, lights, whistles, etc., may be given. Assign to each boy a vessel or boat and use the Blow Race as a boat race. Run it off in relays.

Get some old sea captain to come and tell sea tales, when the boys are gathered around a grate fire.

Menu (Nautical Terms)

Fore (Cake)
Aft (Coffee)
Starboard Side (Knife)
Port Side (Fork)
Jib (Sandwiches)
Mizzen Sail (Potato Chips)

WEATHER BUREAU SOCIAL

The local United States Weather Bureau man may be persuaded to come and give a talk about

his work, bringing flags, instruments, etc., and explaining each. Weather maps may be hung on the wall and the weather conditions for the next day's forecast may be made by the boys with interest.

IV. HINTS FOR REFRESHMENTS

A social evening does not seem to be complete unless some kind of refreshments is served. This is especially true with a crowd of boys. Below are a few suggestions for those who wish to serve inexpensive refreshments and for those who wish to serve something more elaborate; the second list, suggested by Adelaide Gordon, editor of the publications of the New York Society of Self Culture, is valuable.

1

Doughnuts	Peanut-butter sandwiches	Grape Juice
	Lemonade or Cocoa	

2

Hot Waffles	Hot Dogs (Frankfurters)
Coffee	

3

If you can have a grate fire in room, get some frankfurters and roast them on sticks over the fire.

Buns	Doughnuts
Coffee	

4

Pies	Apples
Coffee or Cocoa	

5

*A Dutch Supper*Sour-Kraut
BunsFrankfurters (boiled)
Pretzels

Coffee

6

Make small paper boats; in these serve candy, sandwiches, etc.

A BOY'S BASEBALL LUNCHEON

If a mother wishes to gain the grateful appreciation of her boy and his friends, let her arrange for a baseball party. Allow the boy to invite eight of his chums, as he himself will complete the required nine. Serve luncheon early or very soon after the arrival of the team. Before entering the dining-room assign each boy a place on the team, by presenting him with a papier-mâché cap containing candy and bearing the words "pitcher," "catcher," and so forth, across the front. The boys will find their appointed places at the table by matching the caps with tiny "fans" used instead of name-cards. Decorate the table to represent a baseball field in miniature, with a game in progress and with small dolls dressed as the players.

A menu-card with a pencil attached and the words "Score-Card" at the top should be at each place. The menu consists of nine "innings," or courses, written as conundrums in the language of the baseball field. The reading of the menu and

the guessing what each inning consists of will break the formality and do much toward the success of the party. Each course is noted on the card before serving.

MENU

First Inning

First Strike

(Oysters on the half shell)

- *Second Inning*

Where is the losing team?

(Soup)

Third Inning

Caught on the fly

(Fish served on toast cut diamond shape)

Fourth Inning

A sacrifice

(Lamb-chops, baked potatoes or potato balls)

Fifth Inning

A "fowl" ball

(Chicken croquettes, peas)

Sixth Inning

The umpire's name when we lose

(Lobster-salad, peanut-wafers)

Seventh Inning

A fine diamond

(Ice-cream in diamond shape)

Eighth Inning

Necessary for fast playing

(Ginger-cookies, grape-juice)

Ninth Inning

Necessary for good playing

(Pop-corn balls and lemon-sticks)

At the end of the luncheon give the boy who scores the highest a package wrapped in the colors of the local or home team containing tickets for the game that afternoon. The boys will soon leave for the ball-ground, thus making further entertainment unnecessary.

— *Agnes A. Gamm.*

OTHER MENUS

1

Cold Chicken	Bread-and-Butter Sandwiches
	Cold Tongue sliced thin
Lady Fingers	Fancy Cakes
	Vanilla Ice Cream
Kisses	Macaroons
	Fruits (Digestible)
	Cocoa or Lemonade

2

Cream of Celery Soup	Croutons
	Chicken Sandwiches
Plain Bread and Butter	Salads
	Jelly
	Chocolate with Whipped Cream
Ice Cream	Angel Food
	Drop Cookies

3

Lettuce Sandwiches	Chicken Salad
Cheese Straws	Salted Almonds
	Ice Cream
Angel Cake	Macaroons
	Fruit Punch

4

Cream of Celery Soup	Salted Wafers
Potato Balls in Cream Sauce	
Fish Soufflé	
Crab Apple Pickles	Nut Sandwiches
Cherry Ice	Angel Food
	Cream Patties

5

Bouillon served in cups	Fish baked in fish cases
Boiled Chicken	Canned Peas
Currant Jelly	Mashed Potatoes
Hard Boiled Eggs	Salad with Dressing
Spanish Cream	Cake
Candies	Coffee

6

	Fruit Salad	
Boiled Salmon		Caper Sauce
Chicken Salad in Lettuce Nests		
Olives		Wafers
	Pistachio Cream	
Fancy Cakes	Coffee	Bonbons

7

Chicken Salad in Lettuce Cups		Olive Sandwiches
Cheese Straws	Orange Frappé	Lady Fingers
	Fruit Punch	

8

Fried Chicken		Hot Rolls
	Boston Baked Beans	
Cucumber Pickles		Plum Preserves
	Brown Bread	
Cheese	Doughnuts	Banbury Tarts

9

	Frozen Custard in Orange Cups	
Orange Jelly		Whipped Cream
Small Cakes		Orange Icing
	Orangeade	

10

Wafers Olives Pickles
Potato Chips served on Lettuce Leaves
Green Tea
Lady Fingers tied with ribbon
Candies

11

Brown Croquettes Potato Balls
Breadsticks
Chicken Salad Yellow Mayonaise
Chocolate Cake Yellow Cream Cheese Balls
Coffee with Whipped Cream

12

Cold Meat with very thin slices
Fish or Potato Salad Cheese Sandwiches
Pancakes, size of a silver quarter
Honey Cakes Coffee Chocolate

General Bibliography

The purpose of this bibliography is to give those who are interested in the social entertainment and development of young boys, a knowledge of the books that have been written upon the subject. The books marked (*) the author has personally examined and can recommend as containing valuable suggestions for indoor games and social entertainments. The descriptive sentences may aid the reader in his selection. The numbers in brackets correspond to those at paragraph ends throughout the book, thus indicating the sources of the extracts.

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AMUSEMENTS FOR THE HOLIDAYS. *London: Griffith & Farran*, (1883.) pp. 343.

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A volume of charades, enigmas, problems, riddles and transformations.

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Ball games, bean bag, musical circle and singing games. For children up to eight years.

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BATES, LOIS. GAMES WITHOUT MUSIC FOR CHILDREN. *London: Longmans, Green & Co., (1897.)* pp. 102.

Games for the schoolroom, playground; also guessing rhymes.

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- BOYS' OWN BOOK OF INDOOR SPORTS.** *New York: Hurst & Co.* \$0.25.
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A book of suggestions for children's games and employments.

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Nine books in one volume. Games and sports for home, church and school.

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Includes the favorite children's games set to music,—London bridge, etc.

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A book of suggestions for the social committees of Christian Endeavor societies and for the home circle.

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